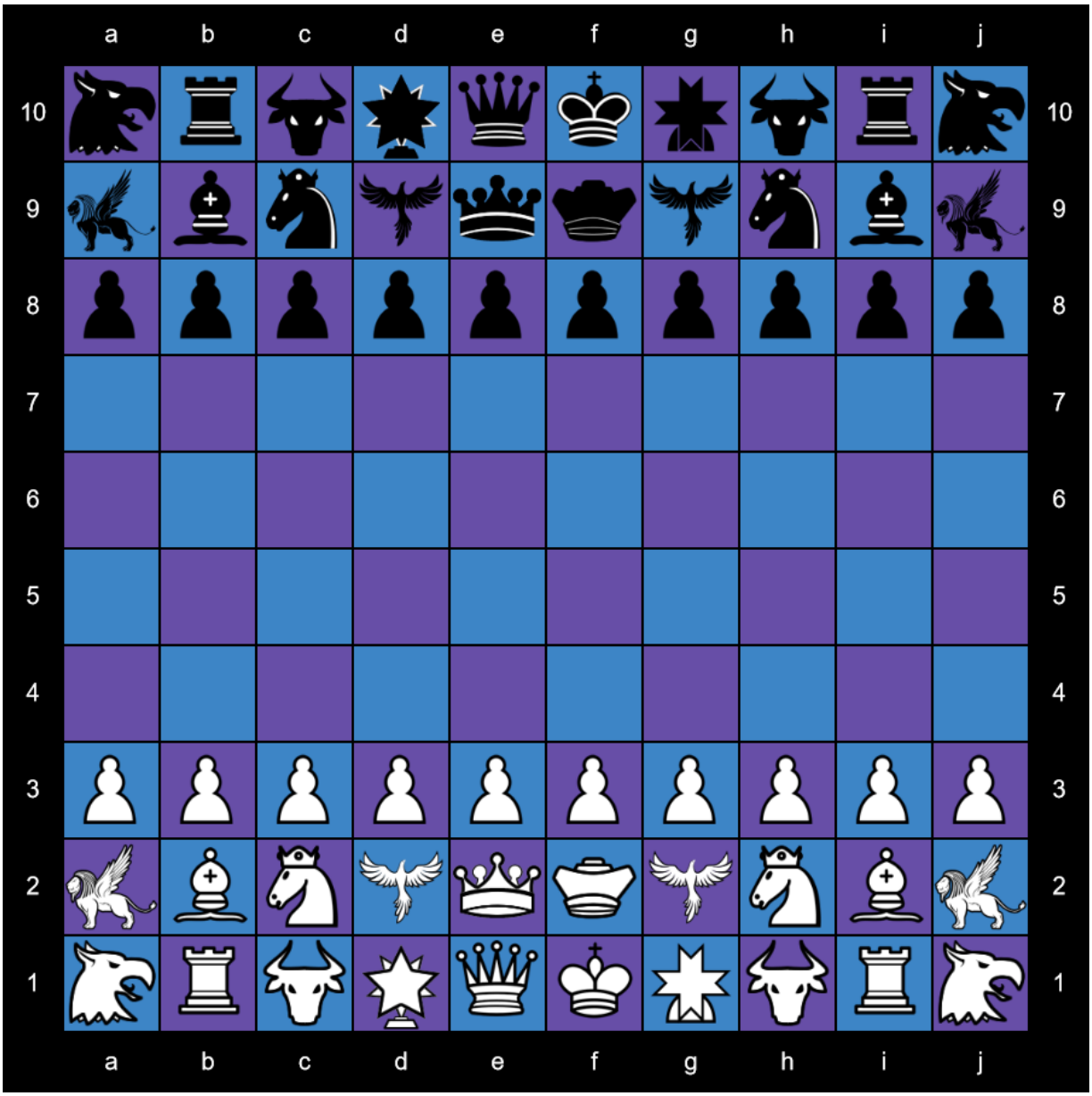
ArchMage Chess

Designed by Cyrus Trivin



2nd Edition Rule Book

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Introduction

The theme of ArchMage Chess is inspired by Dungeons & Dragons and Lord of the Rings. The Dragon Summoning rule is inspired by the drop rule in Shogi. The ArchMage has magical powers and abilities that are beyond what traditional chess pieces are able to do making them a very powerful unit. The ArchMage can jump a few spaces away suggesting the ability of teleportation, they can switch positions with another ally unit as a form of trickery and illusion, and they also have the ability to summon dragons wherever they are positioned on the board. The ArchMage adds a whole new layer of depth and complexity to an already profound strategy board game.

There have been many variations of chess rules throughout history. One of the earliest known variations of chess from the 6th century CE is called Chaturanga from India. Chaturanga is the predecessor for the modern form of European Chess most played today in the West and internationally throughout the world. If you wish to learn more about historical ancient chess variations and their rules please visit AncientChess.com which is a great resource of information and research by Rick Knowlton.

The unit symbols and diagrams for ArchMage Chess were made using the Chess Board Painter Tool on MusketeerChess.net. Musketeer Chess is a unique variant of chess created by Zied Haddad which provides fairy pieces for sale on their website. The creation of ArchMage Chess was inspired from studying different chess variations on ChessVariants.com especially Terachess II and its predecessors designed by Jean-Louis Cazaux who is the author of A World of Chess.

Another interesting chess variant I've come across is called 3D-GrandChess designed by Tarcisio Barison which is played in an 8x8x8 Space, equivalent to 512 Cubic Boxes and each player commands an army of 128 GrandPieces.

Other popular chess variants include Shatranj (Persian Chess), Makruk (Thai Chess), Shogi (Japanese Chess), Xiangqi (Chinese Chess), Janggi (Korean Chess), Amazon Chess, Courier Chess, Omega Chess, Metamachy, Capablanca Chess, Gothic Chess, and Chaturaji (Indian 4 Player Chess).

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Chess.com/member/ArchMageChess

Chess.com/blog/ArchMageChess

ChessVariants.com/who/ArchMageChess

The Rules of Modern European Chess can be found in the back of the manual starting on page 31.

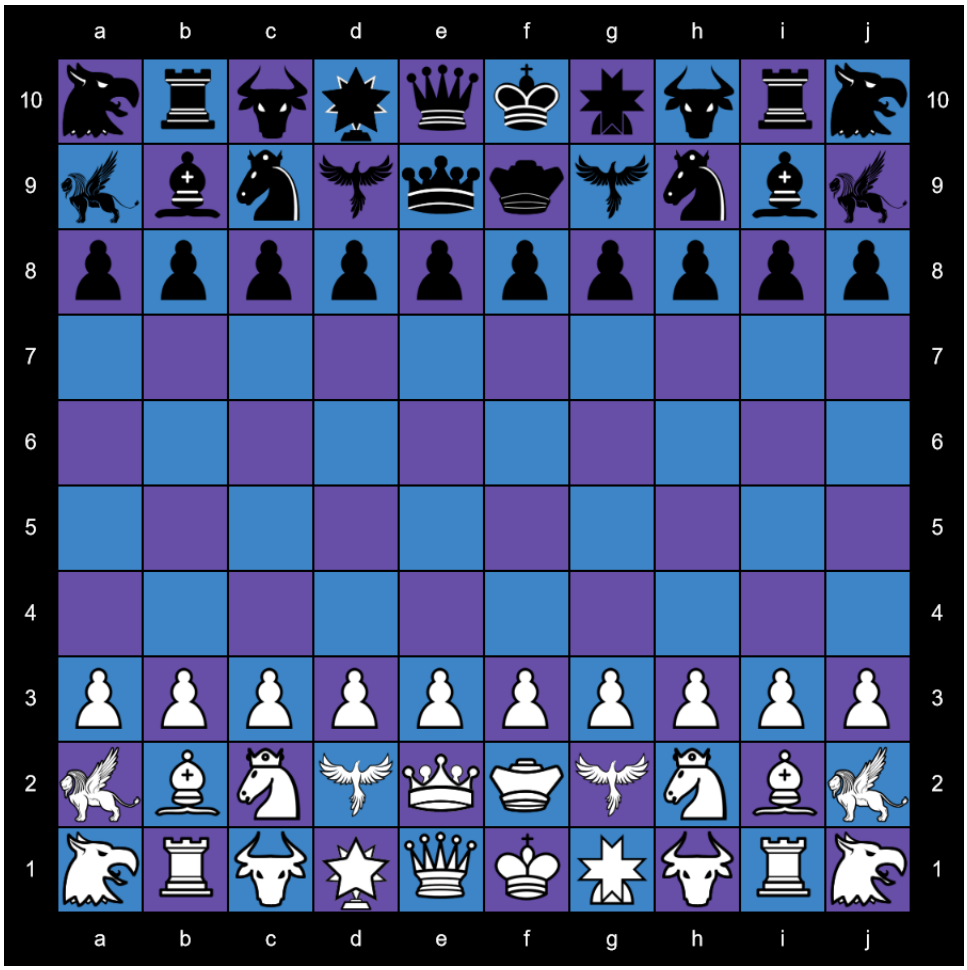
Initial Setup

ArchMage Chess is played on a 10x10 board and has 3 rows of units in each army. Each player starts with 30 units in their army containing 14 different unique units plus 4 special units acquired thru promotion and 2 special units acquired thru summoning. The unique units seen in chess variants are called fairy pieces.

Front Row : Pawns (row 3, row 8)

Mid Row : Manticore (a2,j2,a9,j9), Bishop (b2,i2,b9,i9), Centaur (c2,h2,c9,h9), Phoenix (d2,g2,d9,g9), Amazon (e2,e9), Prince (f2,f9)

Back Row : Griffon (a1,j1,a10,j10), Rook (b1,i1,b10,i10), Buffalo (c1,h1,c10,h10), Sorceress (d1,d10), Queen (e1,e10), King (f1,f10), Mage (g1,g10)



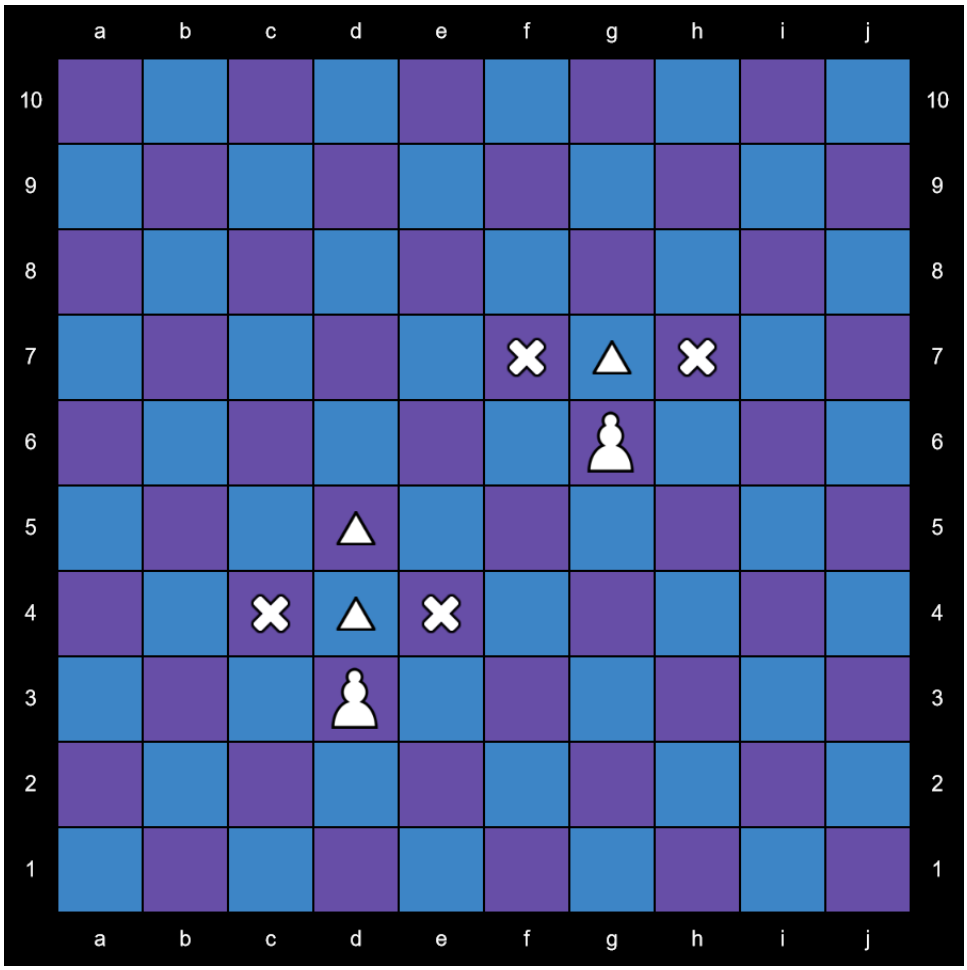
Unit Moves and Captures

Pawns

Pawn : It moves 1 square forward without capturing exactly as in European Chess, including en passant capture. It may move 2 squares forward without capturing on its first initial move from starting position. It captures 1 square diagonally forward but cannot move diagonally forward without capturing.

The Pawn is the least powerful unit in the game.

The Pawn promotes to an ArchMage when it reaches the last row.



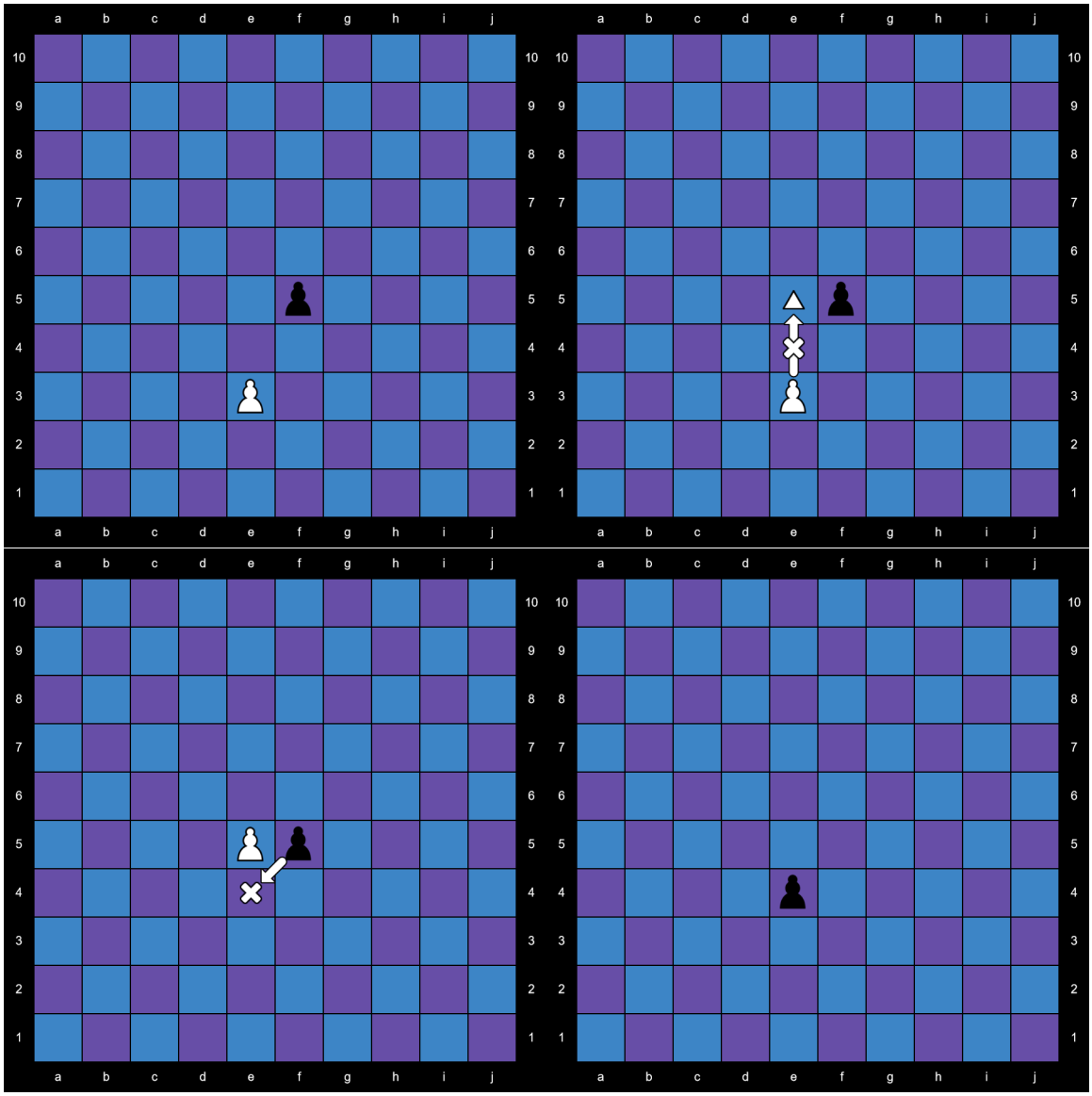
En Passant Capture

When the rule to allow a pawn to move 2 squares on its first move was added, a pawn could potentially evade capture by an opponent's pawn by going past a square under attack. The en passant capture (from the French for “in passing”) was added to prevent this. The capture is made exactly as if the pawn had moved only one square forward. There are special conditions for the en passant capture:

- A pawn must move 2 squares from its initial position in a single move.
- An opposing pawn must be attacking the square the first pawn moved over.
- The first pawn can be captured as if it moved only 1 square.
- The capture can only be made at the opponent's next move. If the capture is not made, the first pawn is safe from en passant capture for the remainder of the game.

En Passant Capture

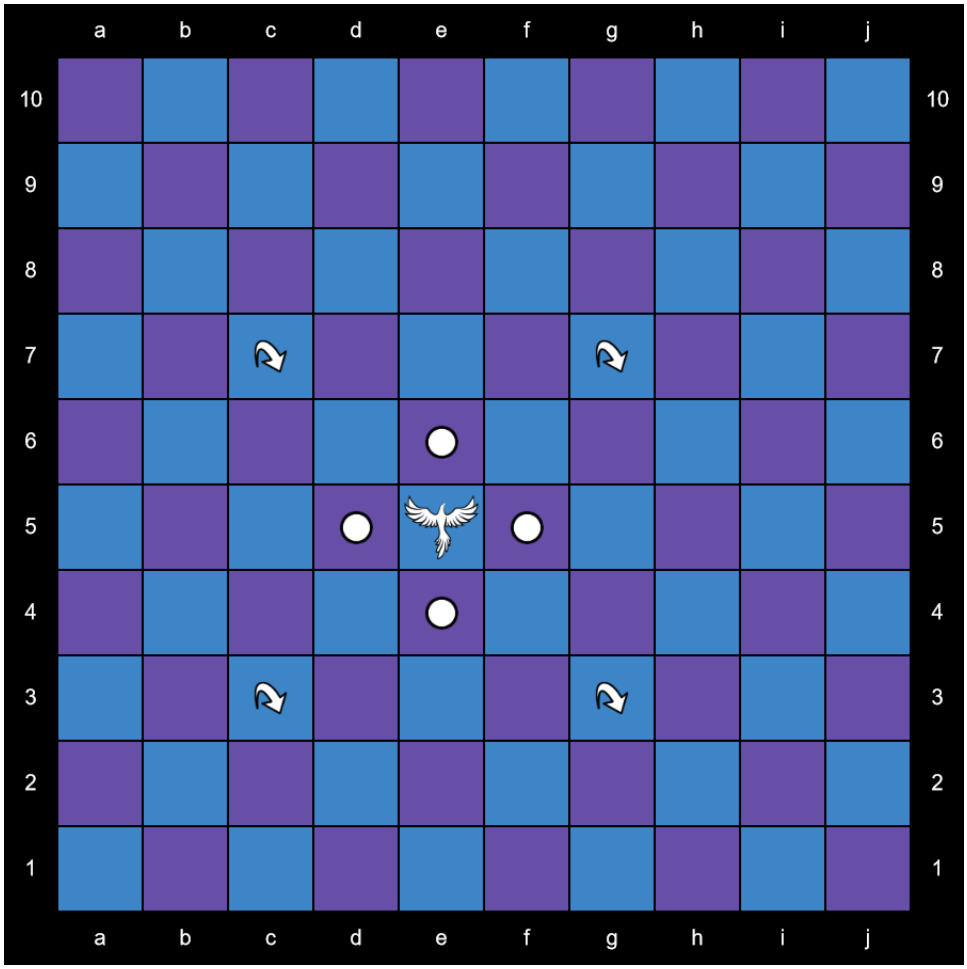
In the diagram below, the white pawn has not moved from its initial position. Its first move can be 1 or 2 squares ahead. The first square is under attack by the black pawn (pawns attack diagonally) as indicated by the X. The white pawn moves ahead 2 squares, avoiding the attack. On the next move, the black pawn moves into the square where the white pawn would have moved if it could only move a single square on the first move. The black pawn successfully attacks the white pawn, and captures it “en passant”. The white pawn is removed from play.



Phoenix

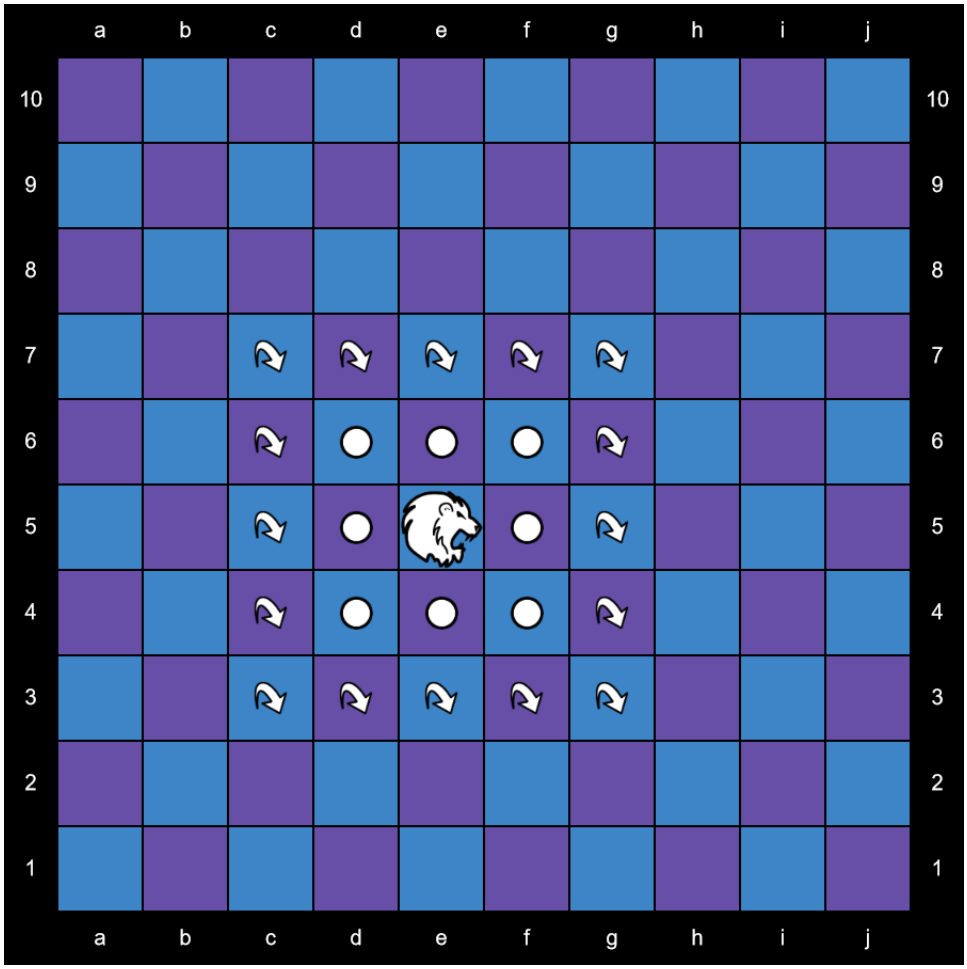
Phoenix : It moves 1 square in any direction orthogonally, or may jump to a position 2 squares diagonally. When moving 2 squares diagonally, it may jump and it does not matter what unit intermediate squares contain.

The Phoenix promotes to a Lion when it reaches the last row.



Lion

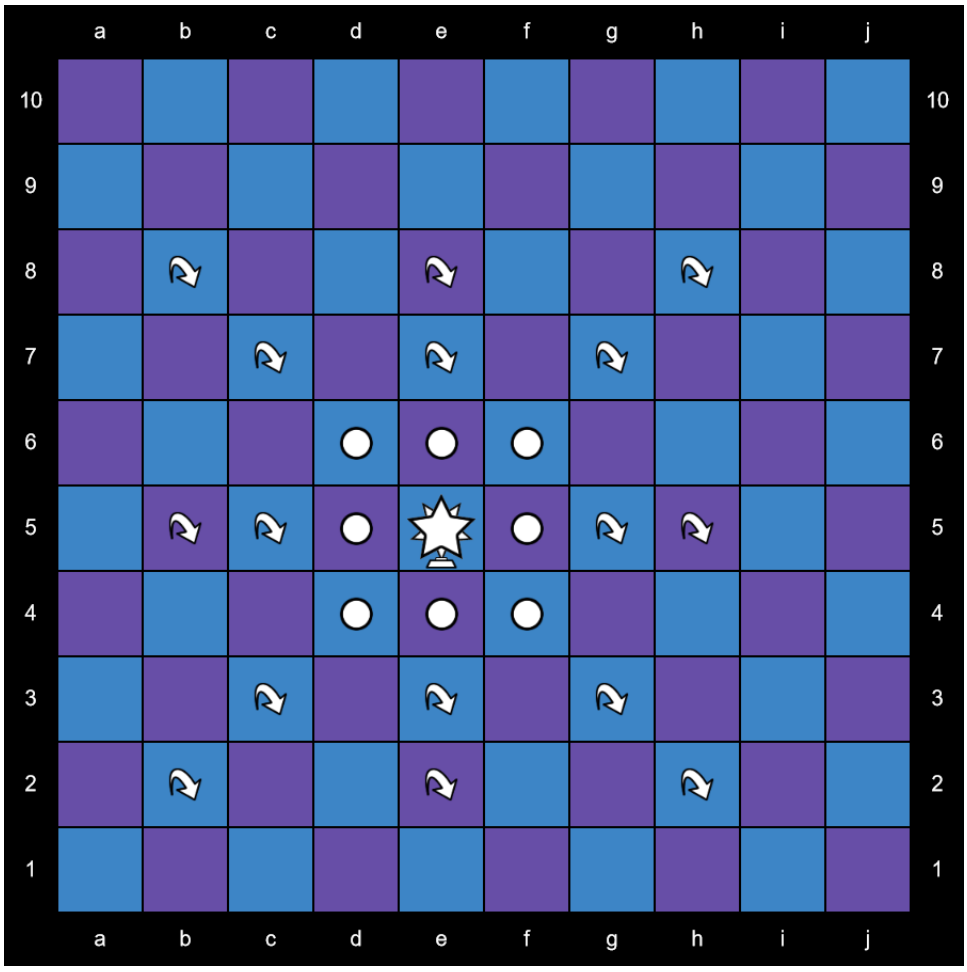
Lion : He moves as a King (1 square in any direction), or may jump to a position 2 squares away, jumping in any orthogonal or diagonal direction, or he can (2,1) jump as a Knight in European Chess and it does not matter what unit intermediate squares contain. (Unlike in Chu Shogi, the Lion cannot move 2 times in 1 turn.)



Sorceress

Sorceress : She moves as a King (1 square in any direction). When moving 2 or 3 squares orthogonally or diagonally, she may jump and it does not matter what unit intermediate squares contain.

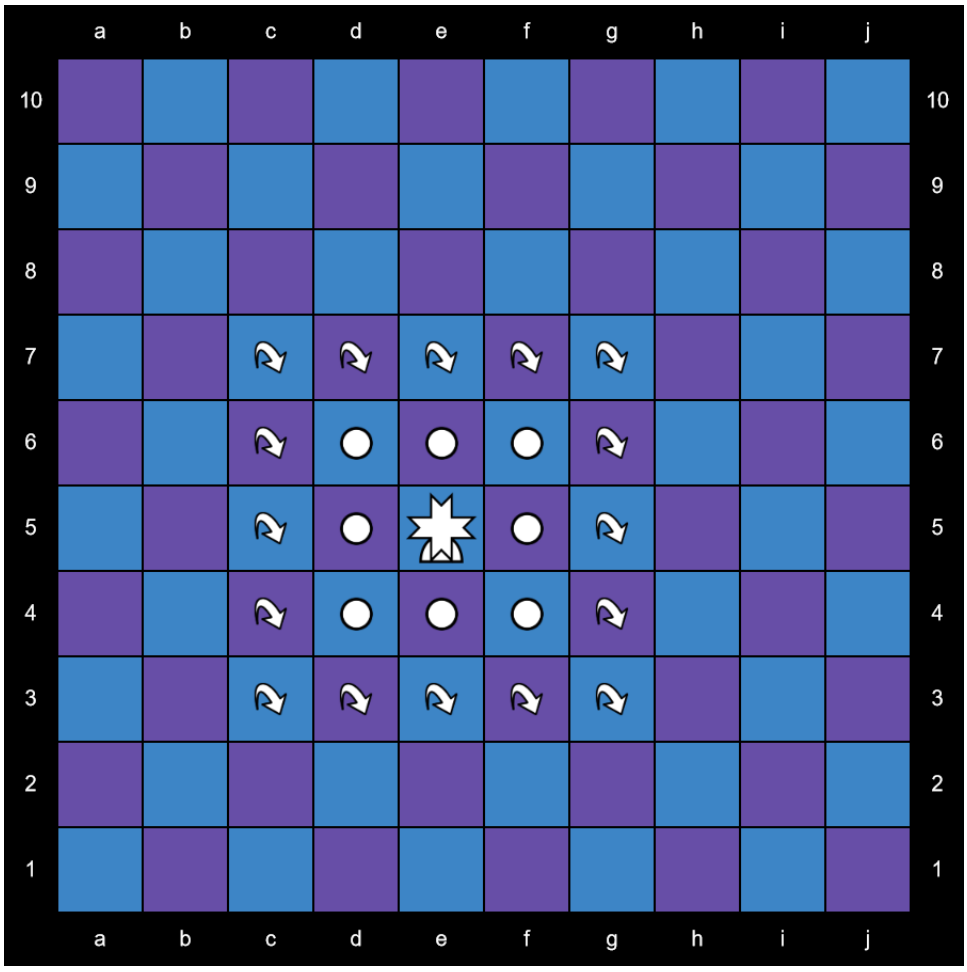
The Sorceress promotes to an ArchMage when she reaches the last row.



Mage

Mage : He moves as a King (1 square in any direction), or may jump to a position 2 squares away, jumping in any orthogonal or diagonal direction, or he can (2,1) jump as a Knight in European Chess and it does not matter what unit intermediate squares contain.

The Mage promotes to an ArchMage when he reaches the last row.



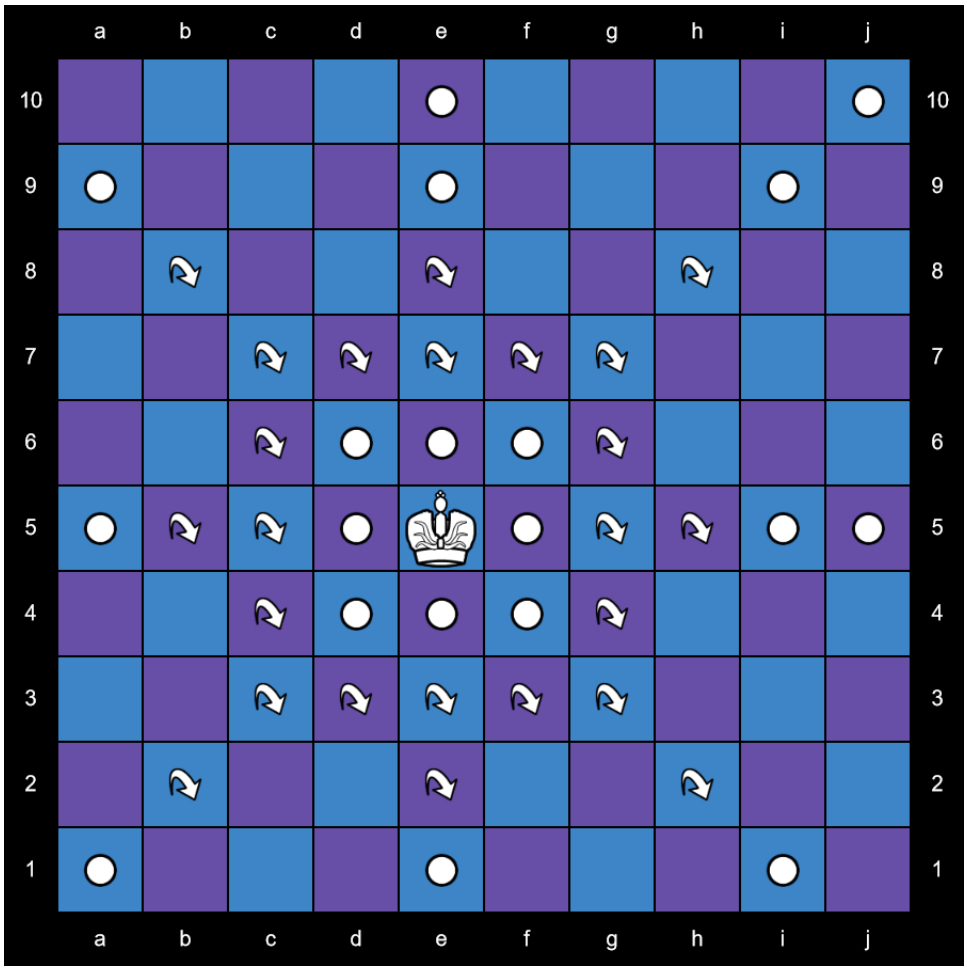
ArchMage

ArchMage : It moves as a Queen (indefinitely to any square orthogonally or diagonally) and can (2,1) jump as a Knight in European Chess. When moving 2 or 3 squares, it may jump and it does not matter what unit intermediate squares contain.

The ArchMage is the most powerful unit in the game.

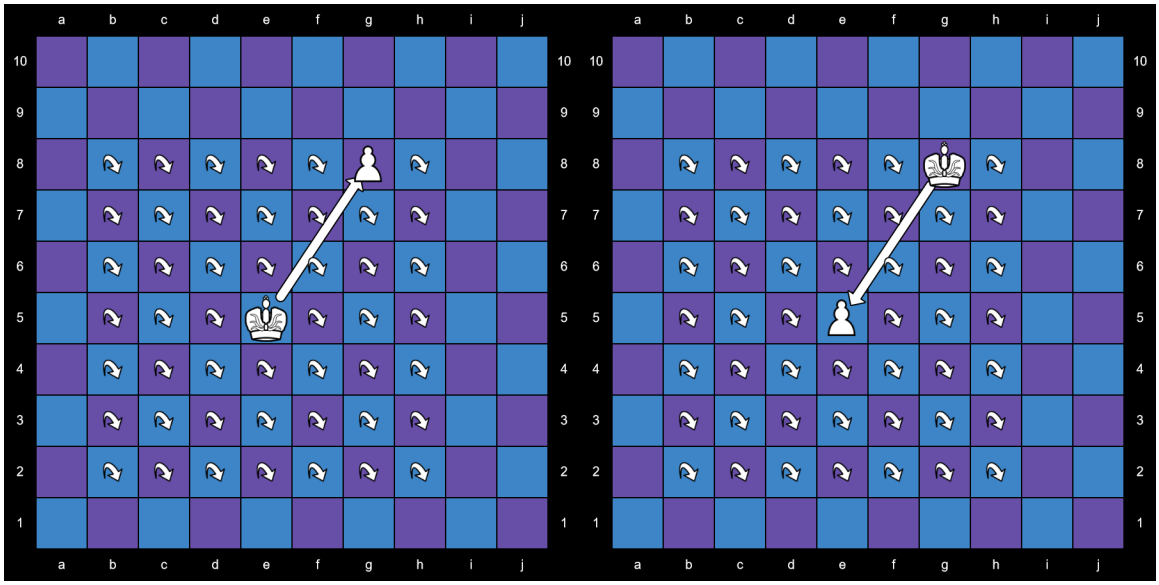
The ArchMage may only be acquired through the promotion of other units.

The Mage, Sorceress, and Pawns may all promote to an ArchMage upon reaching the last row on the opposite side of the board.



Positional Switch

The ArchMage, Mage, and Sorceress have the ability to switch positions with any ally unit except for the King in a 3 square radius. If a pawn is switched into the 3rd row or before the 3rd row it may move 1 or 2 spaces forward until it passes the 3rd row. En Passant capture of the pawn still works in any of these positions.



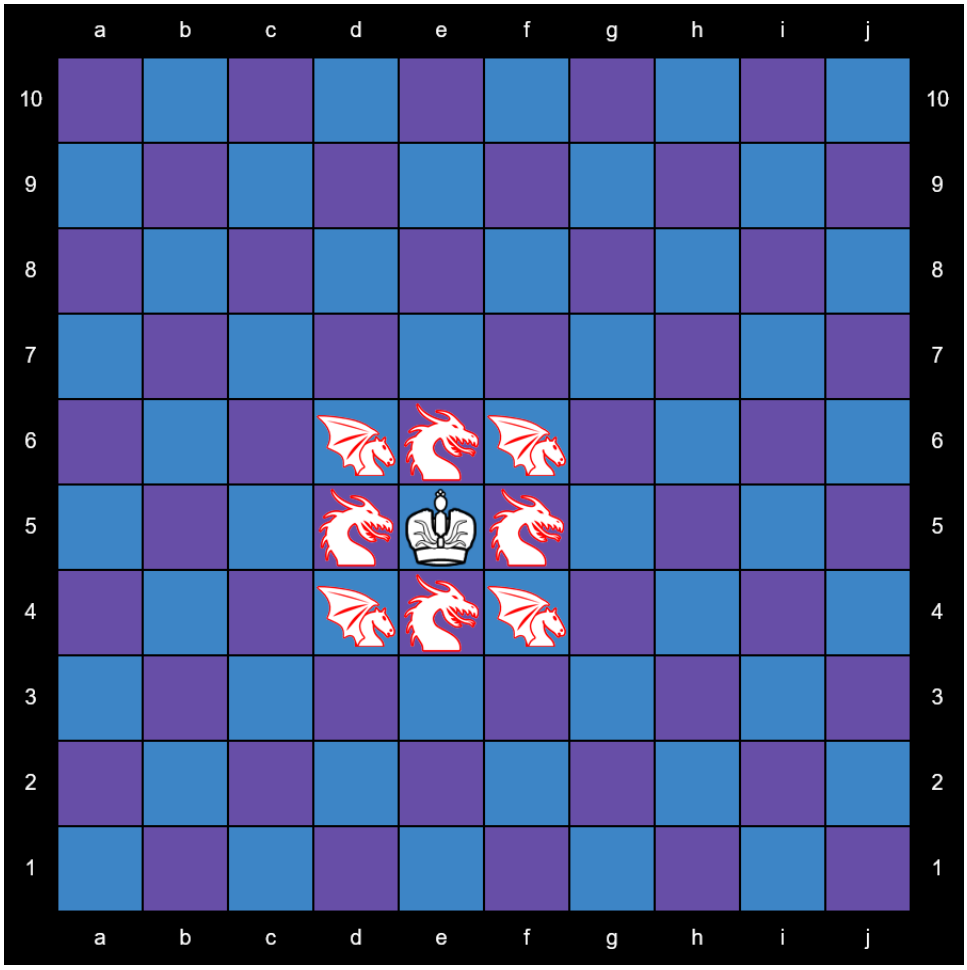
Promotion

Pieces can promote moving into the last row and switching into the last row. Promotion is mandatory.

- A Pawn is promoted to an ArchMage
- A Mage is promoted to an ArchMage
- A Sorceress is promoted to an ArchMage
- A Prince is promoted to an Amazon, Lion, Manticore, or Griffon
- A Phoenix is promoted to a Lion
- A Centaur is promoted to a Lion
- A Bishop is promoted to an Archbishop
- A Rook is promoted to a Chancellor

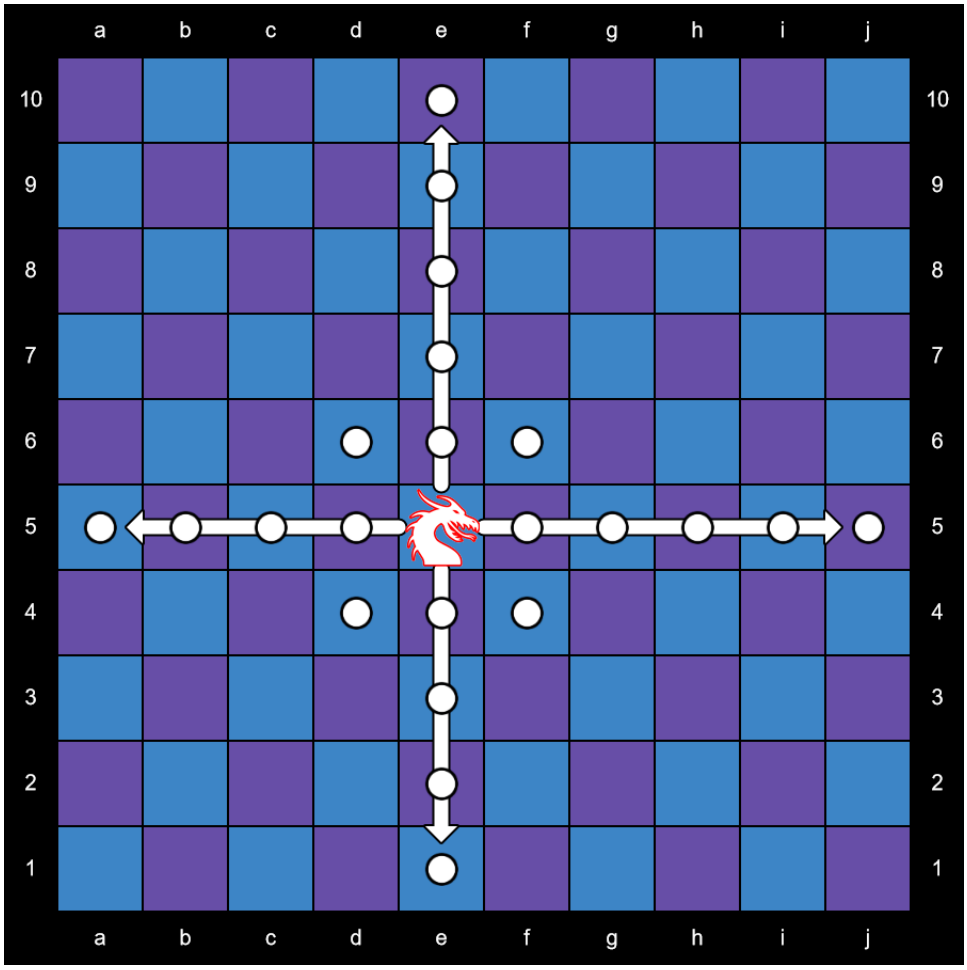
Dragon Summoning

Each player starts the game with 1 Dragon King and 1 Dragon Horse unit in their hand. The ArchMage, Mage, and Sorceress unit may summon a Dragon King unit or a Dragon Horse unit on any square adjacent to itself in a 1 square radius which is not already occupied by another unit. Summoning a unit counts as 1 move on your turn therefore ending your turn. If a Dragon unit gets captured by an opponent then that piece goes to the opponent's hand. The captured Dragon unit may be summoned by the capturing player as long as they have a summoner unit in play. There may only be 2 Dragon Kings and 2 Dragon Horses in play at a time on either side.



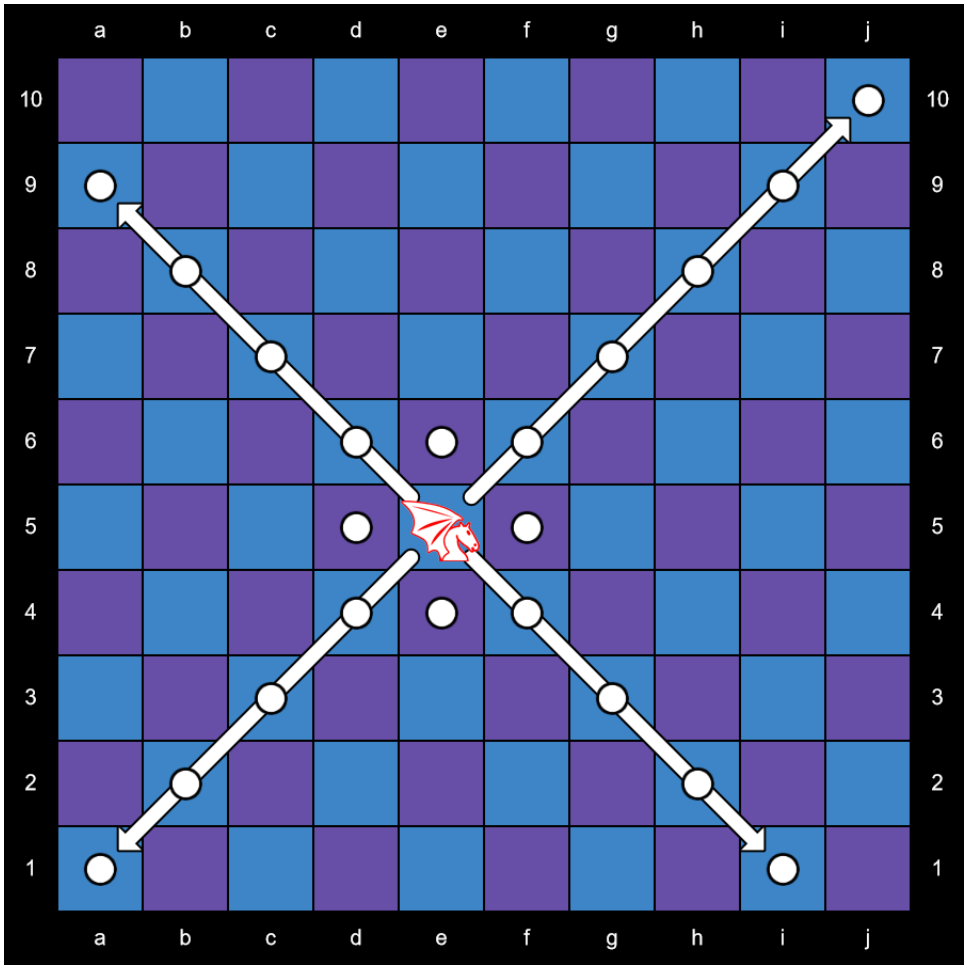
Dragon King

Dragon King : He moves indefinitely to any square orthogonally or 1 square diagonally.



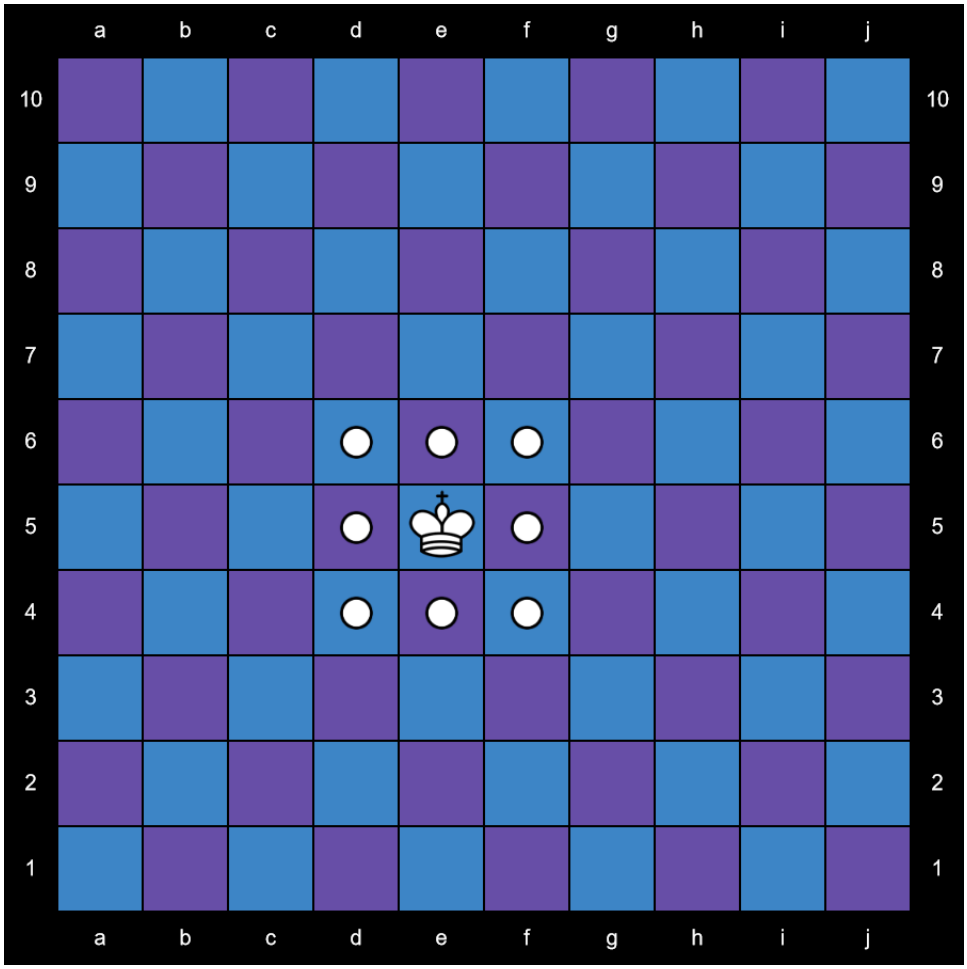
Dragon Horse

Dragon Horse : She moves indefinitely to any square diagonally or 1 square orthogonally.



King

King : He moves 1 square in any orthogonal or diagonal direction to an unattacked square.



Check

The King is in check if it is attacked by one or several enemy pieces. When the King is in check he must move to a square that is not being attacked or the player must move a unit to block the path of the attacking unit. It is forbidden to play a move leaving one's King in check.

Checkmate

If the King is under attack and is unable to move to any adjacent square due to being blocked by other ally units, or no ally unit is available to block the attacking unit’s path, and adjacent squares are also being attacked, then the King is in checkmate and the player controlling that King loses the game. The goal of the game is to place the opposing player’s King in checkmate. The first player to checkmate the opposing player’s King is the winner.

Draw

If the King is safe on his square but adjacent squares are being attacked or are blocked by other units and the player has no legal moves left but to move their King then the King is in a stalemate and the game is a draw. Another game must be played to break the tie.

Castling

Castling uses the king and one rook, and is the only time in a game when more than one piece may be moved during a single turn. In castling a king is moved 2 squares towards the rook and the rook is then moved to the square on the other side of the king.

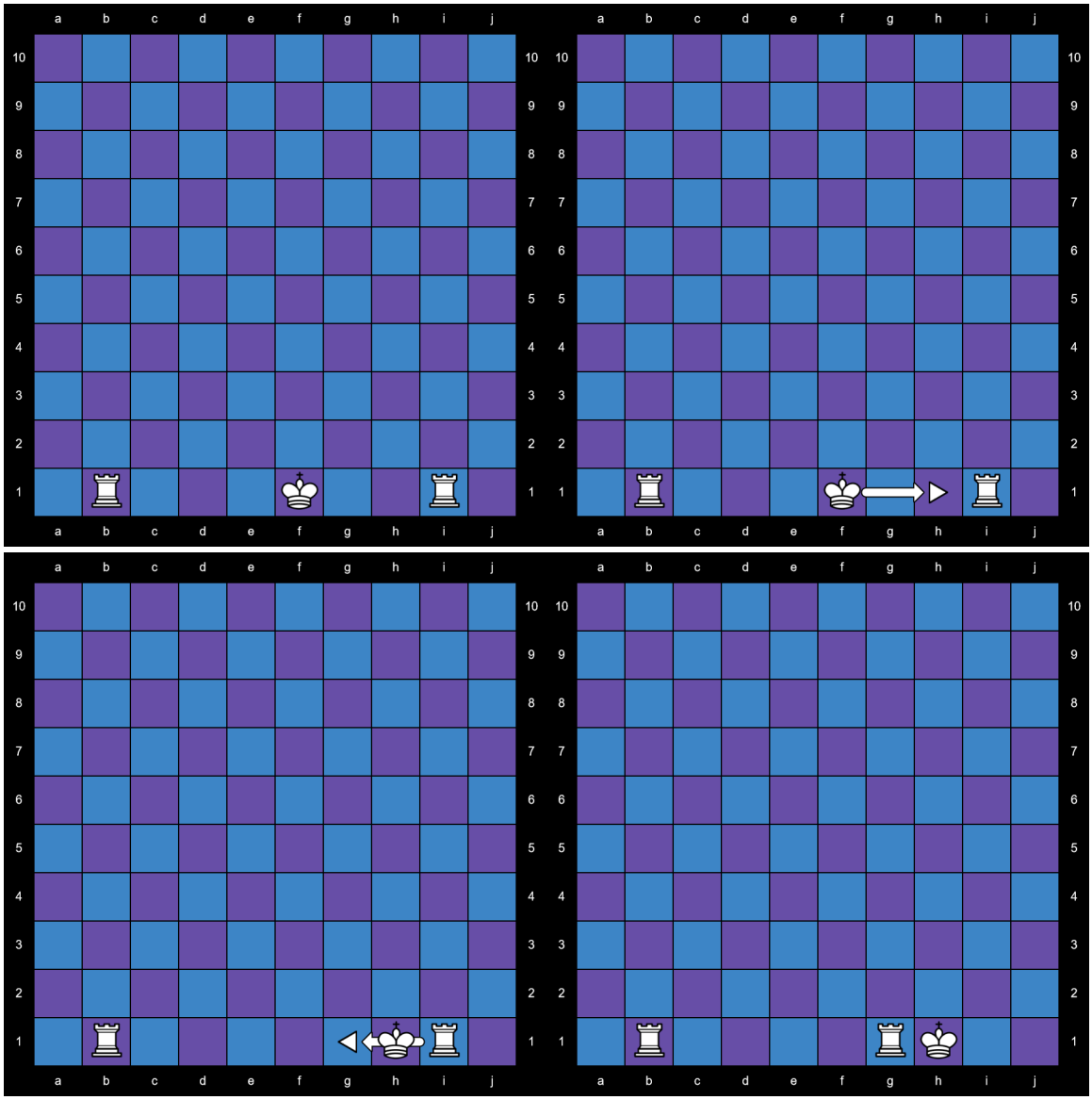
Castling has some rigid requirements:

- Both the king and the rook may never have moved during the game.
- There are no pieces between the king and the rook.
- The king is not in check.
- The king does not cross over a square that is attacked by the opponent's pieces.
- The king does not end the move on a square that is attacked by the opponent's pieces. (The castling move cannot end with the king in check.)

Kingside Castling

There are two forms of castling. One is called “kingside castling”. It is also known as “short castling”, since it is performed to the short side of the board and the rook only has to move two squares to the opposite side of the king.

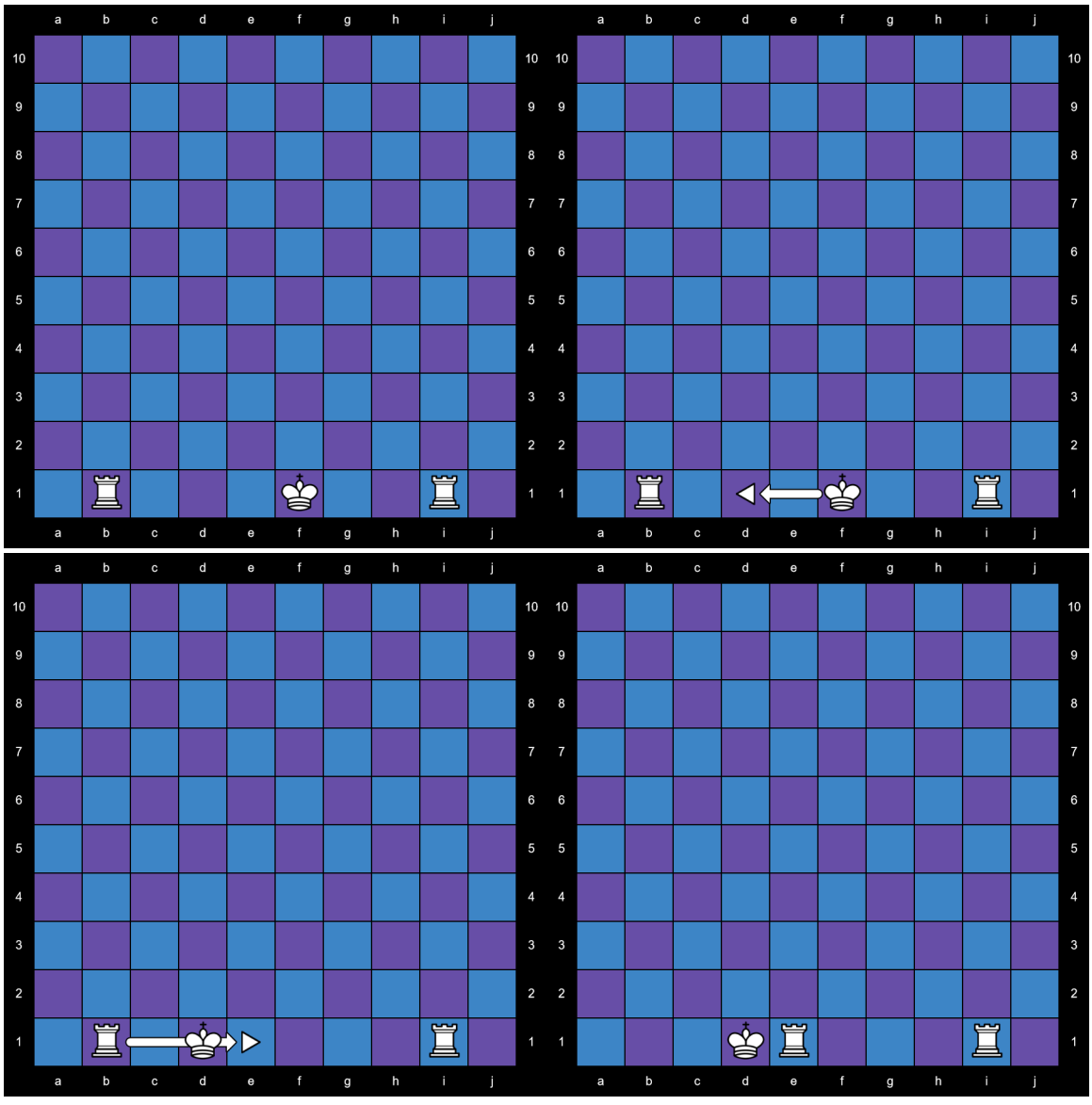
It is diagramed below:



Queenside Castling

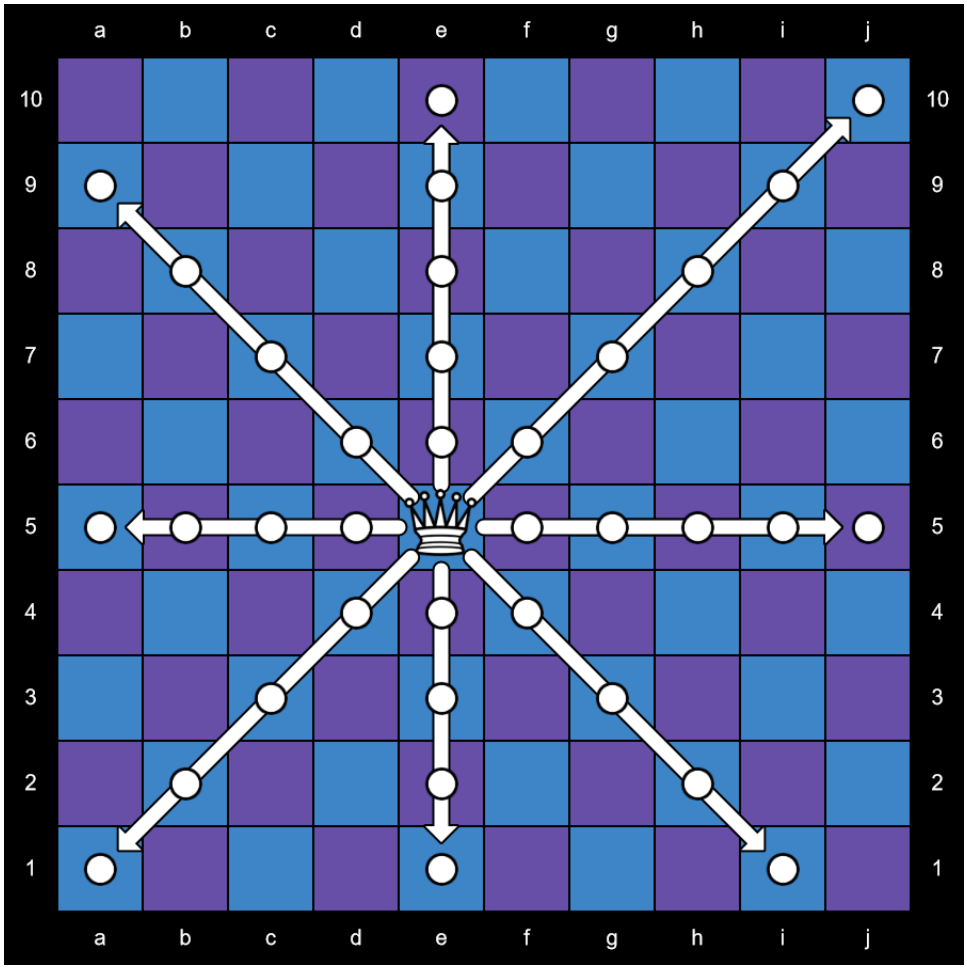
The second form of castling is called “queenside castling”, where the king moves towards the square vacated by the queen. It is also known as “long castling”, since it is performed to the long side of the board and the rook has to move three squares to the opposite side of the king.

It is diagramed below:



Queen

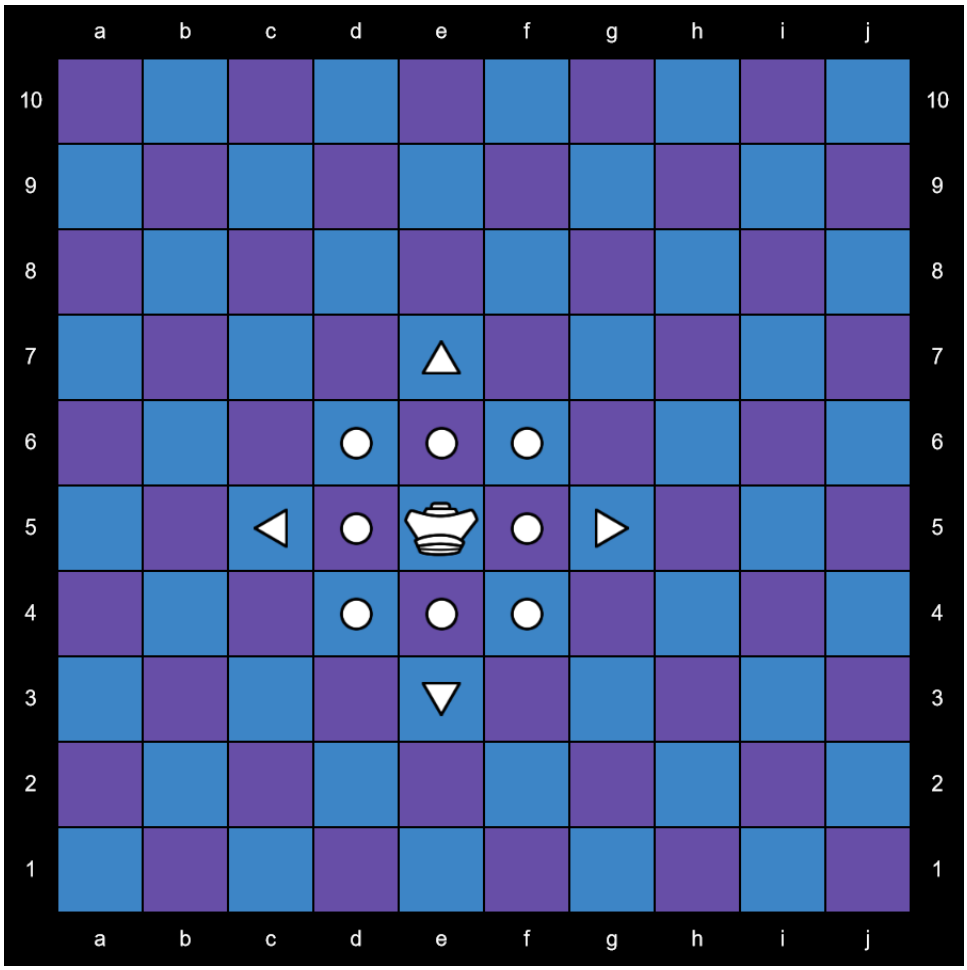
Queen : She moves indefinitely to any square orthogonally or diagonally.



Prince

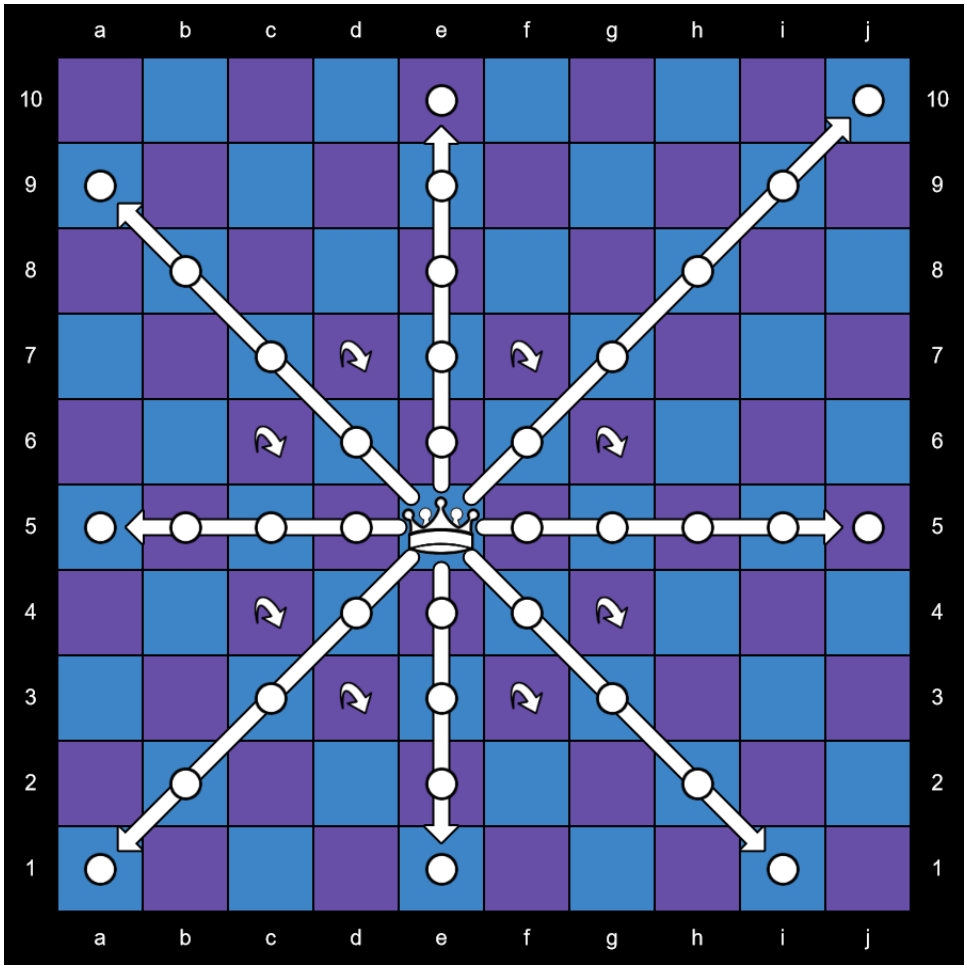
Prince : He moves and captures 1 square in any orthogonal or diagonal direction. He moves without capturing 2 squares in any orthogonal direction.

The Prince promotes to an Amazon, Lion, Manticore, or Griffon when he reaches the last row.



Amazon

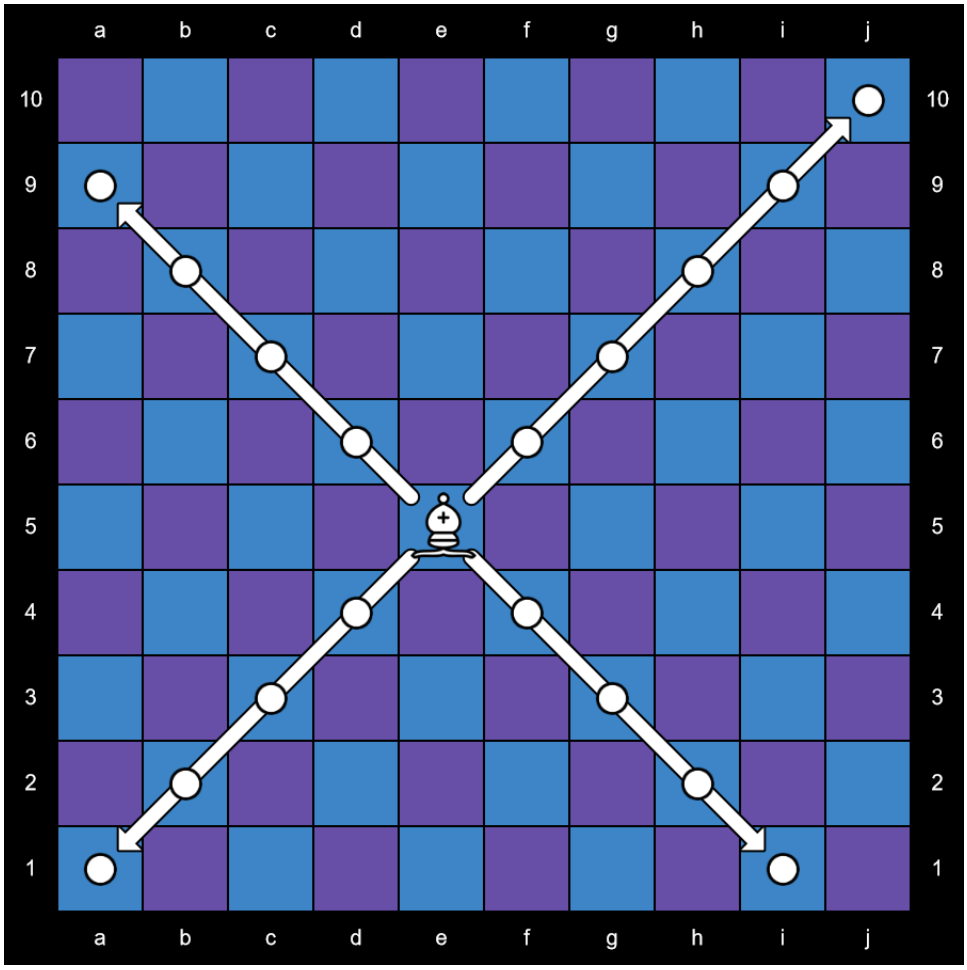
Amazon : She moves as a Queen or she can (2,1) jump as a Knight in European Chess.



Bishop

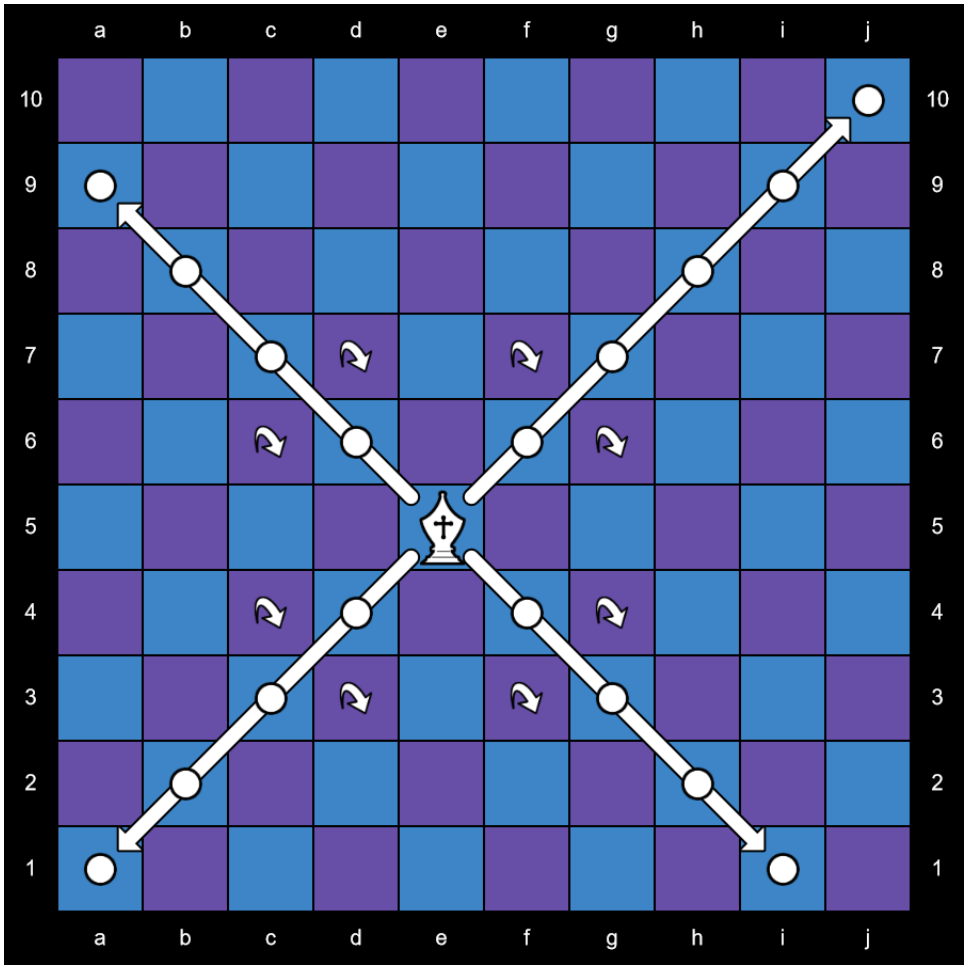
Bishop : He moves indefinitely to any square diagonally.

The Bishop promotes to an Archbishop when he reaches the last row.



Archbishop

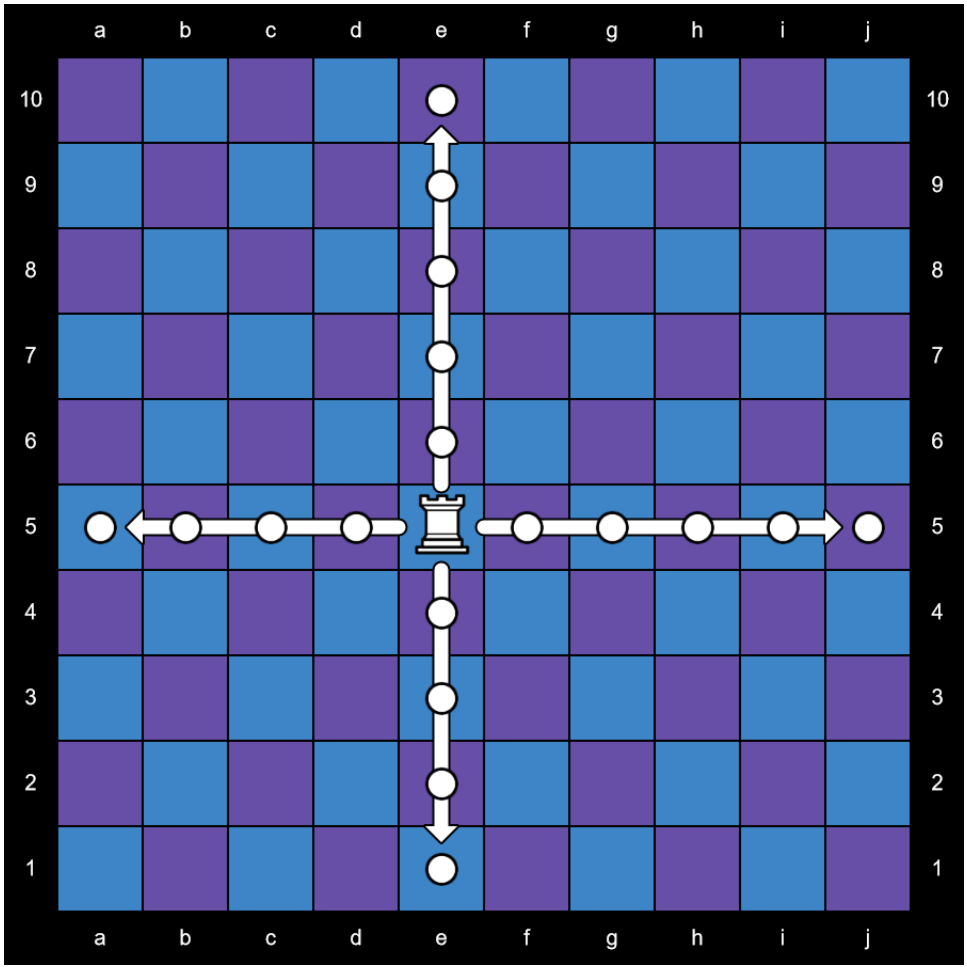
Archbishop : He moves as a Bishop or he can (2,1) jump as a Knight in European Chess.



Rook

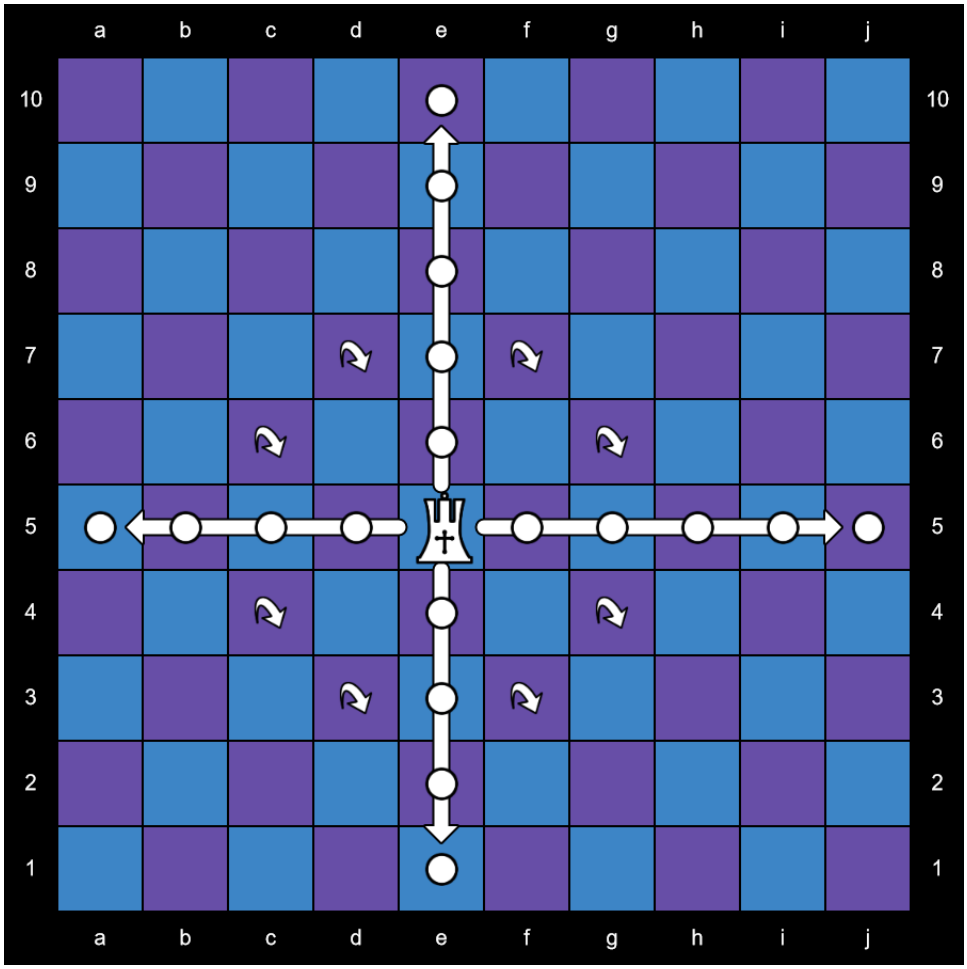
Rook : He moves indefinitely to any square orthogonally.

The Rook promotes to a Chancellor when he reaches the last row.



Chancellor

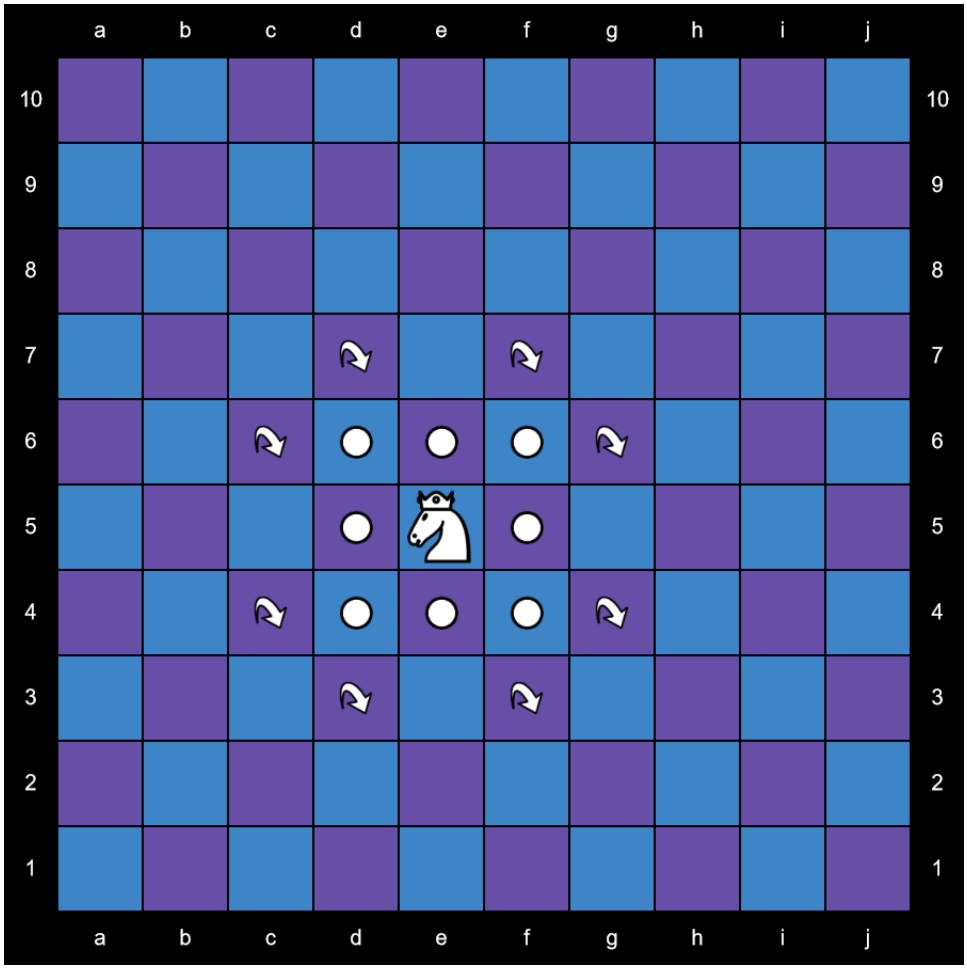
Chancellor : He moves as a Rook or he can (2,1) jump as a Knight in European Chess.



Centaur

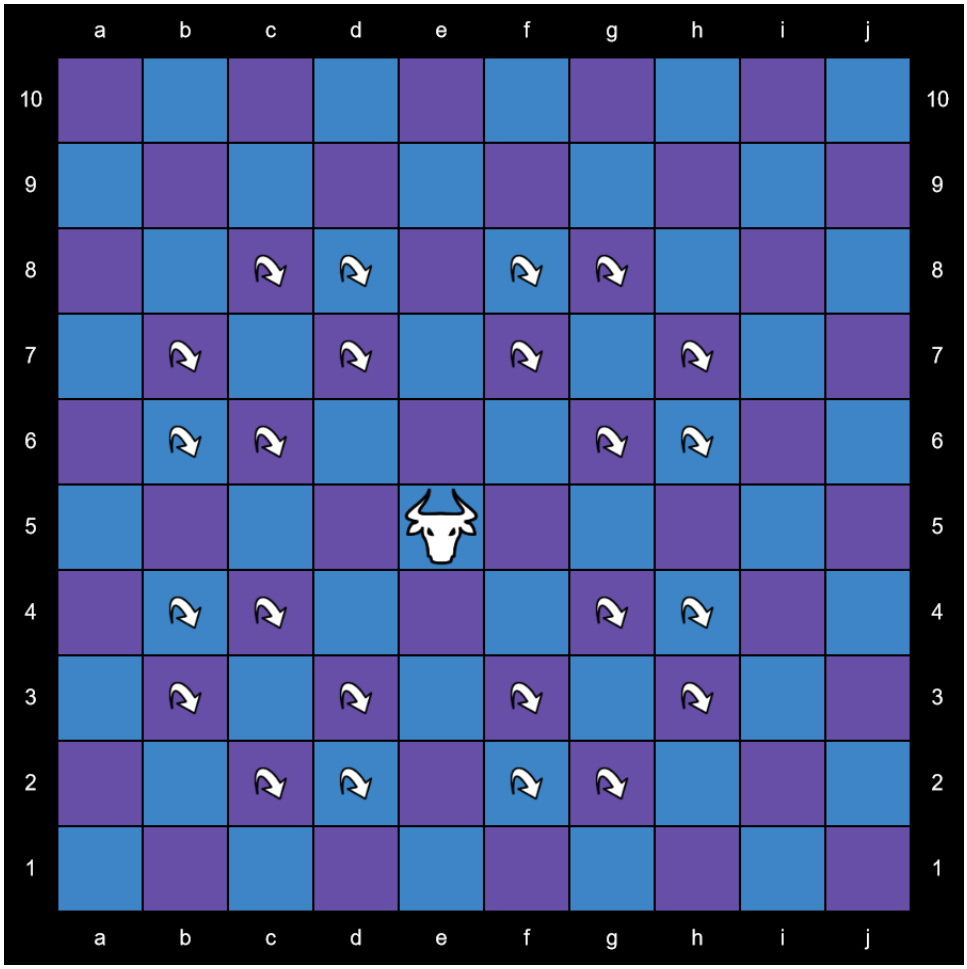
Centaur : It moves as a King or it can (2,1) jump as a Knight in European Chess.

The Centaur promotes to a Lion when it reaches the last row.



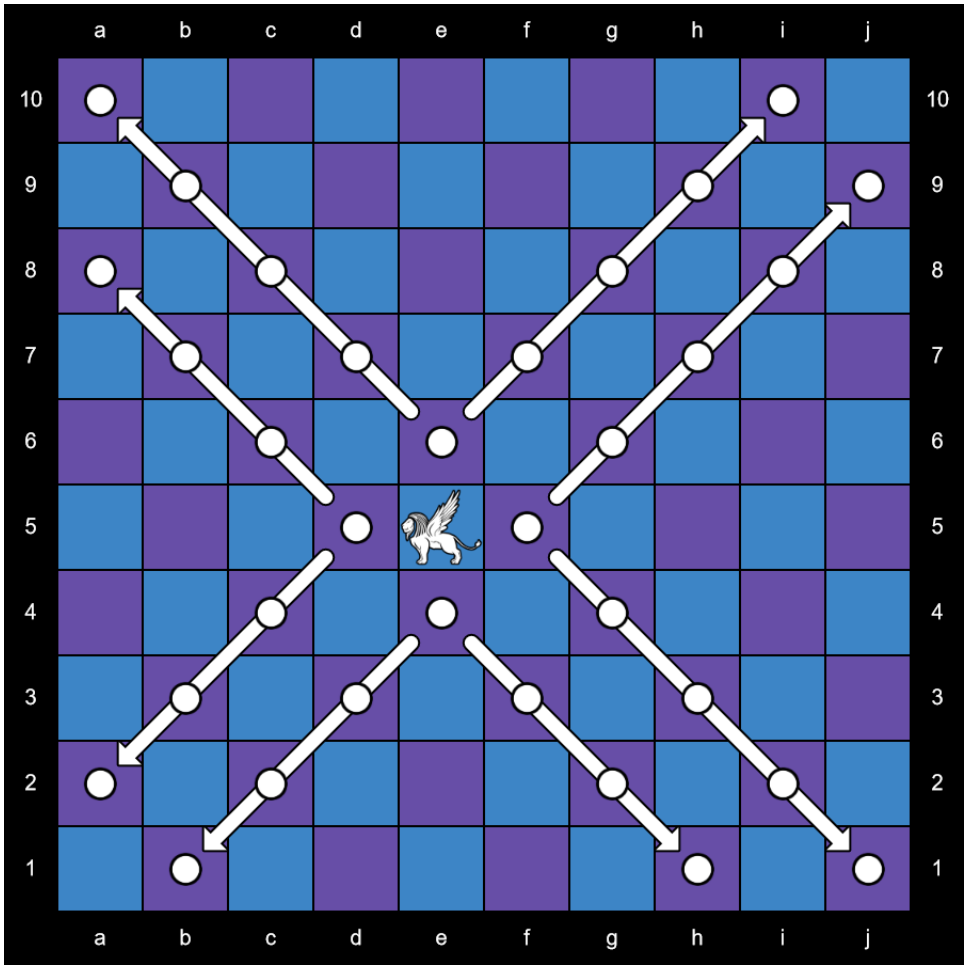
Buffalo

Buffalo : It can (2,1) jump as a Knight in European Chess.
It can also (3,1) jump or (3,2) jump.



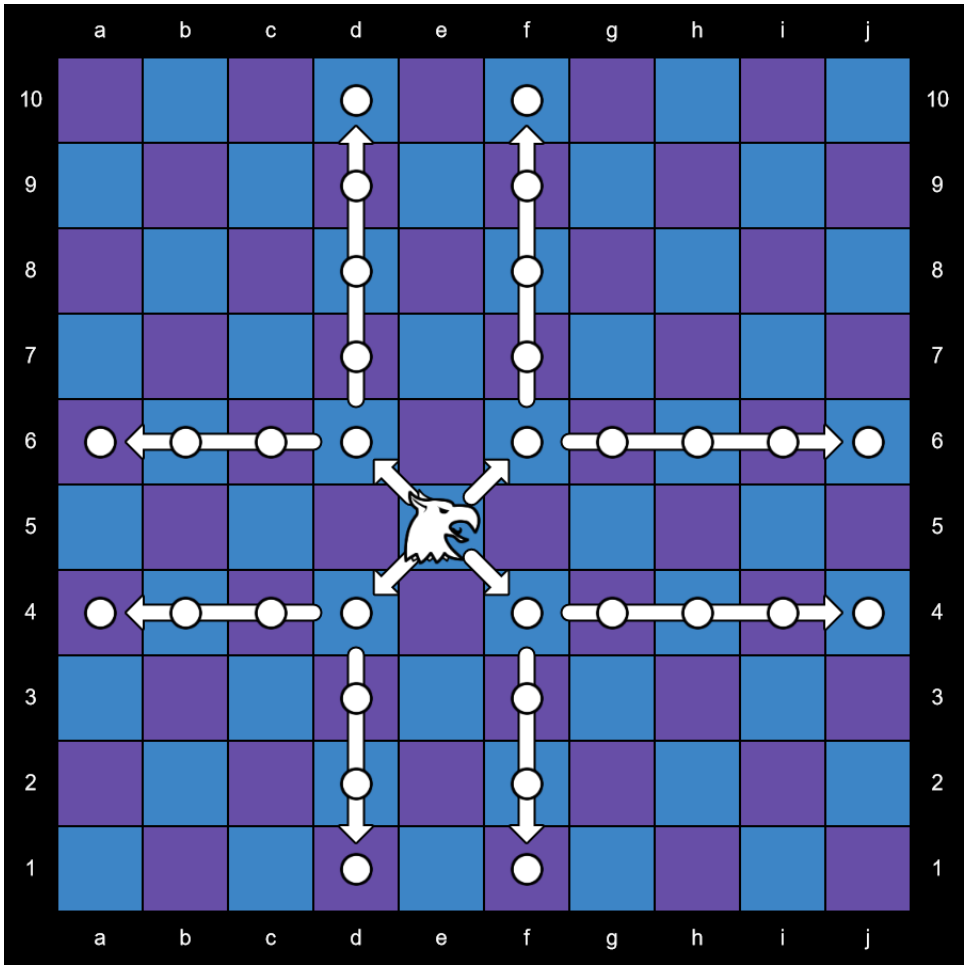
Manticore

Manticore : It moves 1 square orthogonally and then slides away an indefinite number of squares diagonally. It is authorized to go only 1 square orthogonally. It cannot jump, and the unobstructed path must start with the orthogonal movement.



Griffon

Griffon : It moves 1 square diagonally and then slides away an indefinite number of squares orthogonally. It is authorized to go only 1 square diagonally. It cannot jump, and the unobstructed path must start with the diagonal movement.



Modern European Chess Rules

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Chess is a game played by two people on a chessboard, with sixteen pieces (of six types) for each player. Each type of piece moves in a distinct way. The goal of the game is to checkmate, i.e. to threaten the opponent's king with inevitable capture. In addition, there are several ways that a game can end in a draw.

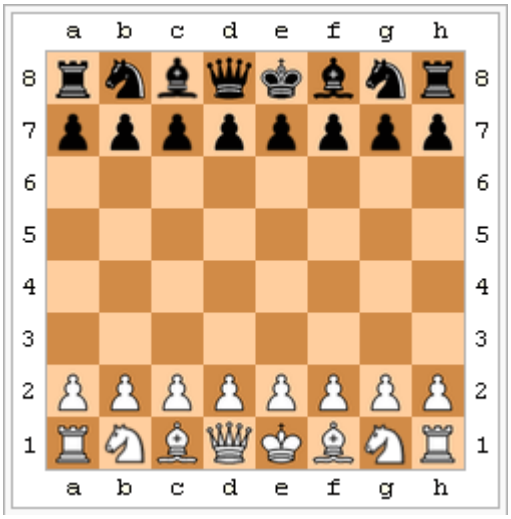
Initial Setup

Chess is played on a chessboard, a square board divided into 64 squares (eight-by-eight) of alternating color, which is similar to that used in draughts (checkers). No matter what the actual colors of the board, the lighter-colored squares are called "light" or "white", and the darker-colored squares are called "dark" or "black". Sixteen "white" and sixteen "black" pieces are placed on the board at the beginning of the game. The board is placed so that a white square is in each player's near-right corner.

Each player controls sixteen pieces:

Name	Number	White Symbols	Black Symbols
King	1		
Queen	1		
Rook	2		
Bishop	2		
Knight	2		
Pawn	8		

At the beginning of the game, the pieces are arranged as shown in the diagram. The second row from the player contains the eight pawns; the row nearest the player contains the remaining pieces. Popular phrases used to remember the setup, often heard in beginners' clubs, are "queen on her own color" and "white on right". The latter refers to setting up the board so that the square closest to each player's right is white.



Play of the Game

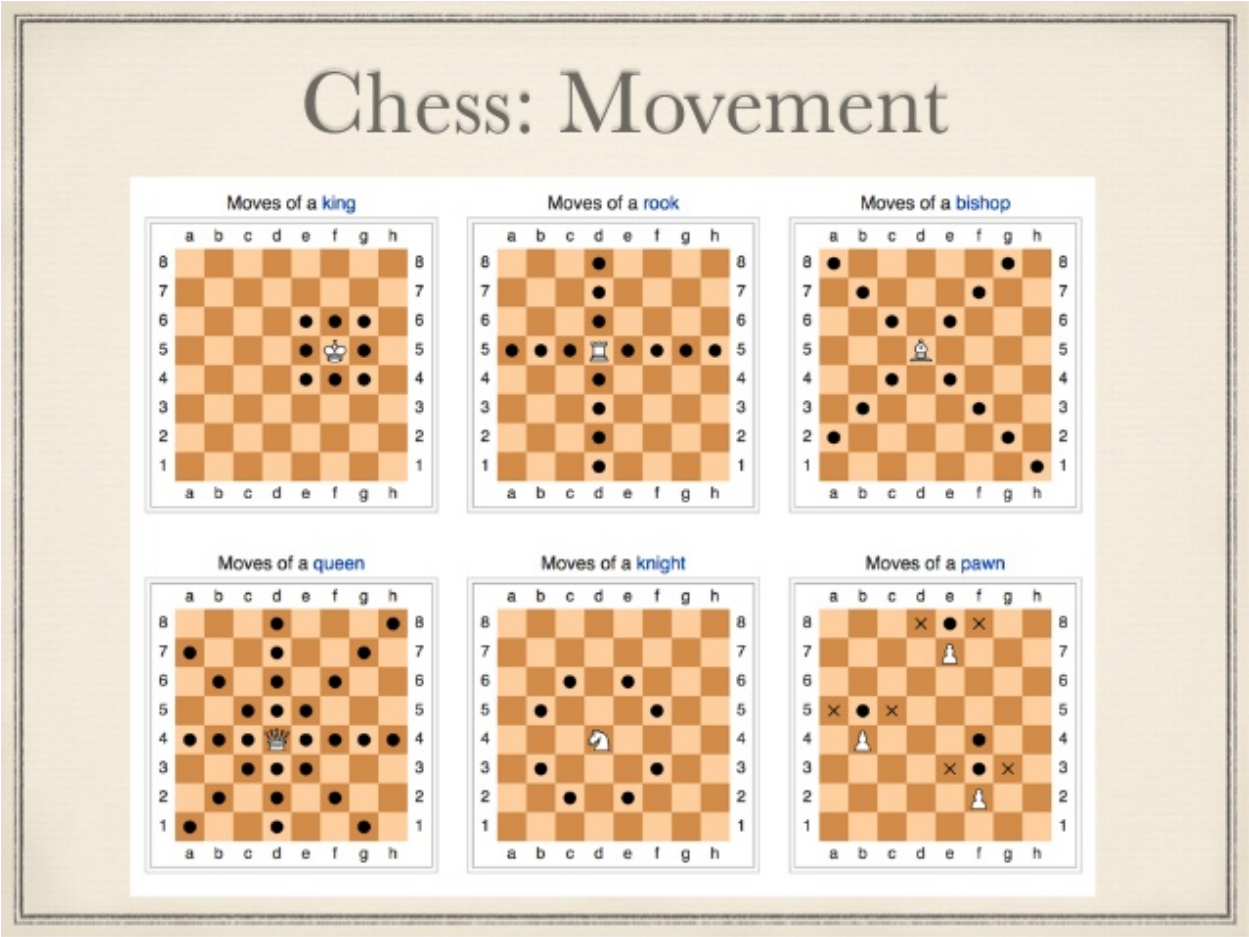
The player controlling the white army is named "White"; the player controlling the black pieces is named "Black". White moves first, then players alternate moves. Making a move is required; it is not legal to skip a move, even when having to move is detrimental. Play continues until a king is checkmated, a player resigns, or a draw is declared, as explained below. In addition, if the game is being played under a time control players who exceed their time limit lose the game.

Movement

Basic Moves

Each chess piece has its own method of movement. Moves are made to vacant squares except when capturing an opponent's piece.

With the exception of any movement of the knight and the occasional castling maneuver, pieces cannot jump over each other. When a piece is captured (or taken), the attacking piece replaces the enemy piece on its square (en passant being the only exception). The captured piece is thus removed from the game and may not be returned to play for the remainder of the game. The king can be put in check but cannot be captured (see below).



King

The King can move exactly one square horizontally, vertically, or diagonally. Only once per player, per game, is a king allowed to make a special move known as castling (see below).

Rooks

The Rook moves any number of vacant squares vertically or horizontally. It also is moved while castling.

Bishops

The Bishop moves any number of vacant squares in any diagonal direction.

Queen

The Queen can move any number of vacant squares diagonally, horizontally, or vertically.

Knights

The Knight moves to the nearest square not on the same rank, file, or diagonal. In other words, the knight moves two squares horizontally then one square vertically, or one square horizontally then two squares vertically. Its move is not blocked by other pieces: it jumps to the new location.

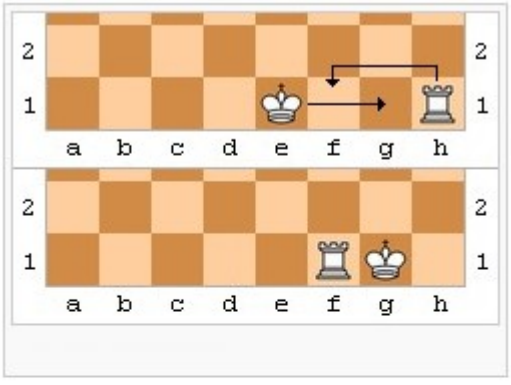
Pawns

Pawns have the most complex rules of movement:

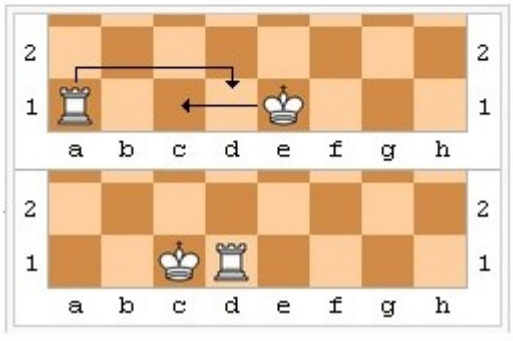
- A pawn can move forward one square, if that square is unoccupied. If it has not yet moved, each pawn has the option of moving two squares forward provided both squares in front of the pawn are unoccupied. A pawn cannot move backwards.
- Pawns are the only pieces that capture differently from how they move. They can capture an enemy piece on either of the two spaces adjacent to the space in front of them (i.e., the two squares diagonally in front of them) but cannot move to these spaces if they are vacant. The pawn is also involved in the two special moves en passant and promotion.

Castling

Castling consists of moving the king two squares towards a rook, then placing the rook on the other side of the king, adjacent to it. Castling is only permissible if all of the following conditions hold:



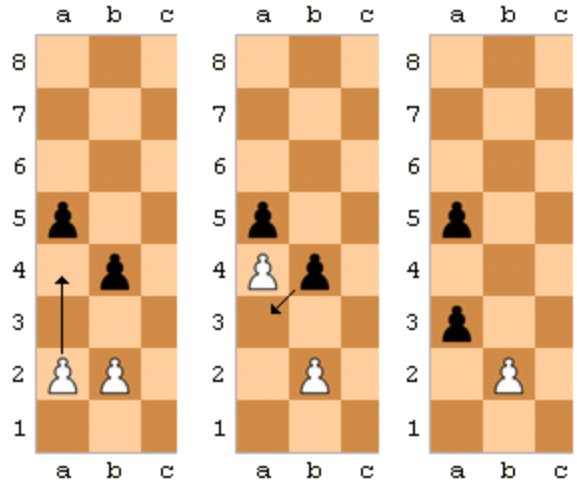
- The king and rook involved in castling must not have previously moved;
- There must be no pieces between the king and the rook;



- The king may not currently be in check, nor may the king pass through or end up in a square that is under attack by an enemy piece (though the rook is permitted to be under attack and to pass over an attacked square);

En Passant

If player A's pawn moves forward two squares and player B has a pawn on its fifth rank on an adjacent file, B's pawn can capture A's pawn as if A's pawn had only moved one square. This capture can only be made on the immediately subsequent move. In this example, if the white pawn moves from a2 to a4, the black pawn on b4 can capture it en passant, ending up on a3.



Pawn Promotion

If a pawn advances to its eighth rank, it is then promoted (converted) to a queen, rook, bishop, or knight of the same color, the choice being at the discretion of its player (a queen is usually chosen). The choice is not limited to previously captured pieces. Hence it is theoretically possible for a player to have up to nine queens or up to ten rooks, bishops, or knights if all of their pawns are promoted. If the desired piece is not available, the player should call the arbiter to provide the piece.

Check

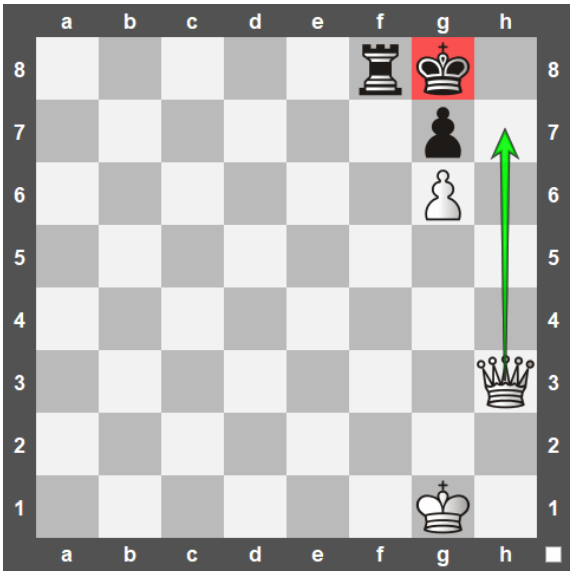
A king is in check when it is under attack by one or more enemy pieces. A piece unable to move because it would place its own king in check (it is pinned against its own king) may still deliver check to the opposing player.

A player may not make any move which places or leaves his king in check. The possible ways to get out of check are:

- Move the king to a square where it is not threatened.
- Capture the threatening piece (possibly with the king).
- Block the check by placing a piece between the king and the opponent's threatening piece.

End of the Game

Checkmate



If a player's king is placed in check and there is no legal move that player can make to escape check, then the king is said to be checkmated, the game ends, and that player loses. Unlike other pieces, the king is never actually captured or removed from the board because checkmate ends the game.

The diagram shows a typical checkmate position. The white king is threatened by the black queen; every square to which the king could move is also threatened; it cannot capture the queen, because it would then be threatened by the rook.

Resigning

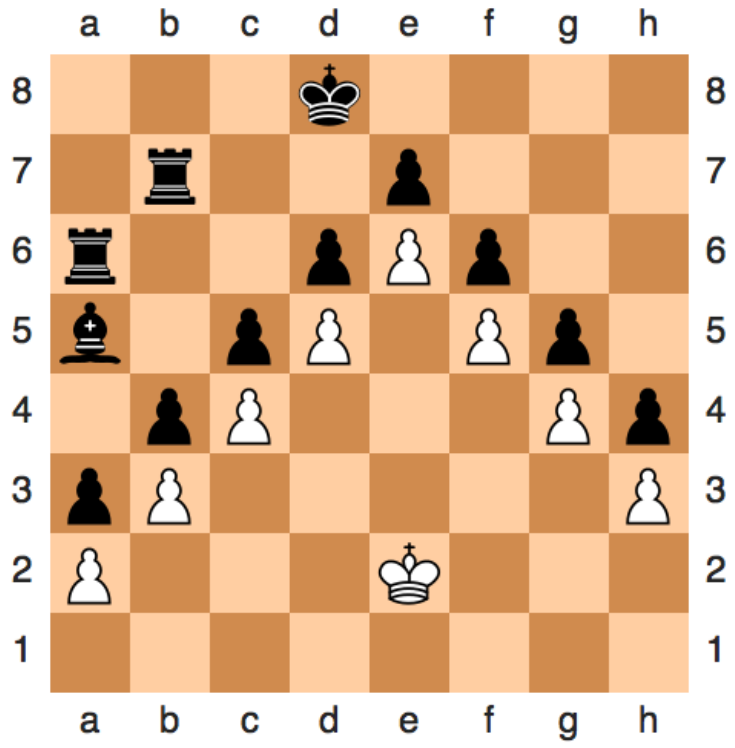
Either player may *resign* at any time, conceding the game to the opponent. A player may resign by saying it verbally or by indicating it on the score sheet in any of three ways: (1) by writing "resigns", (2) by circling the result of the game, or (3) by writing "1–0" if Black resigns or "0–1" if White resigns (Schiller 2003:21). Tipping over the king also indicates resignation, but it should be distinguished from accidentally knocking the king over. Stopping both clocks is not an indication of resigning, since clocks can be stopped to call the arbiter. An offer of a handshake is sometimes used, but it could be mistaken for agreement to a draw (Just 2014).

Illegal move in Blitz

In Blitz chess, if a player completes an illegal move, the player's opponent may claim a win before making a move (if the opponent has enough material to win). One way to claim this win is to take a King left in check by the opponent. Once the illegal move has been answered, the move stands.[8]

Dead Position

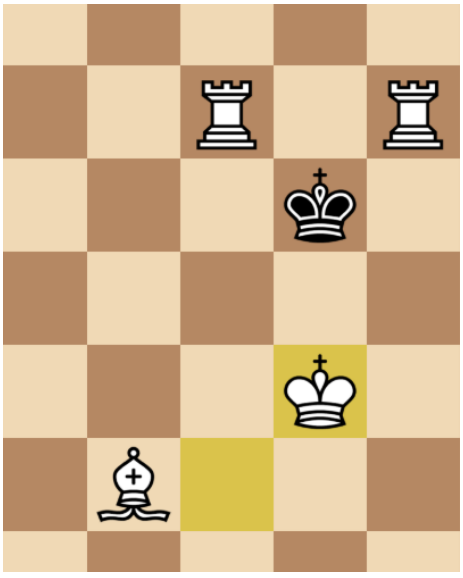
A dead position is defined as a position where neither player can win the game by any sequence of legal moves.[10]



- Any positions with the following pieces only are known as dead positions. The USCF rules speak of insufficient material for these positions:[12]
  - king against king;
  - king against king and bishop;
  - king against king and knight;
  - king and bishop against king and bishop, with both bishops on squares of the same color (see King and two bishops).
- However, *insufficient material* is not the only condition for a dead position. There are positions where the pieces on the board would be sufficient to mate if arranged otherwise. See diagram "Example of a dead position".

Draws

The game ends in a draw if any of these conditions occur:



- The game is automatically a draw if the player to move is not in check but has no legal move. This situation is called a stalemate. An example of such a position is shown in the diagram to the right.
- The game is immediately drawn when there is no possibility of checkmate for either side

with any series of legal moves. This draw is often due to insufficient material, including the endgames

- king against king;
- king against king and bishop;
- king against king and knight;
- king and bishop against king and bishop, with both bishops on diagonals of the same color.
- Both players agree to a draw after one of the players makes such an offer.
  The player having the move may claim a draw by declaring that one of the following conditions exists, or by declaring an intention to make a move which will bring about one of these conditions:

- Fifty-move rule: There has been no capture or pawn move in the last fifty moves by each player.
- Threefold repetition: The same board position has occurred three times with the same player to move and all pieces having the same rights to move, including the right to castle or capture en passant. If the claim is proven true, the game is drawn.

  At one time, if a player was able to check the opposing king continually (perpetual check) and the player indicated their intention to do so, the game was drawn. This rule is no longer in effect; however, players will usually agree to a draw in such a situation, since either the rule on threefold repetition or the fifty-move rule will eventually be applicable.

Flag-fall

A game played under time control will end as a loss for a player who uses up all of the time allotted on the player's clock, which is called flag-fall, unless the opponent has no possibility of effecting checkmate (see Timing). There are different types of time control. A player may have a fixed amount of time for the entire game, or may have to make a certain number of moves within a specified time. Also, a small increment of time may be added for each move made.